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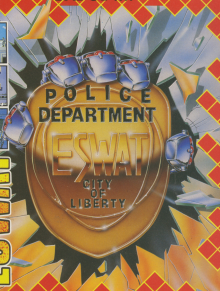


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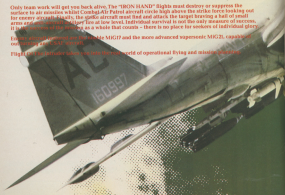
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## EDITOR

Steve James

## JAM EDITOR

Andrew Dawkins

## DEPUTY EDITOR

Dan Singsby

## STAFF WRITER

Mark Patterson

## EDITORIAL CONSULTANT

Steve Morris

## ADVERTISING MANAGER

Tom Clements

## SENIOR SALES EXECUTIVE

Tina Jurek

## CLASSIFIED PRODUCTION

Manager

Renee Smith

## PUBLISHER

Garry Williams

## EDITORIAL ASSISTANT

071 261 8000

## CU/AMIGA Office -

Penny Court, 38-42

Farnborough Lane, London

EC3N 3AL

Tel 071 261 8000

Distributors - BBC Worldwide

Limited, Park House, Park

Road, Farnborough PE11 7TR

Tel 01235 434001

Subscriptions - PO Box 995,

Leicester LE18 3AA

Enquiries - Tel 0535 -

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Order Line (accessphone)

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As the space-fantasy game, *SPC*, gets ready for take off, we've got the latest pictures of the Amiga version in this month's BUZZ. For the latest news column in the biz, turn to page 5.

## SPECIALS

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**83 ARCADES PREVIEW** John Cooke, CU's resident coin-op master, flew out to New Orleans for this year's AMCA, and came back with this exclusive report on the latest arcade machines destined for your local arcade hall.



*Shreds, dragons and golf-line games in the brand new smash game, *Whiff* of the Season. See page 40 for our exclusive review.*



In an extra special feature we have an exclusive review of the long-awaited *Stic Trug* game, take a look at the Disney Animation Studio, give the low-down on upcoming Disney games and movies, and preview *Anastasia*, the chilling new film directed by Steven 'Jaws' Spielberg. Turn to page 58 now!

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## THE DISC

By way of a change, this month we present a real case — a full game. Super Fly moved the flight one world when it was first released, and we proudly present the entire game and its many relations free of charge. Boasting a nice mixture of arcade and simulation gameplay, Super Fly is the perfect launch pad for anyone new to flight sims, and a playable test for old veterans.

The best value disk in town! Play Super Fly, a complete game courtesy of Electronic Zoo.

## REVIEWS

Leading our reviews and grading our covers, we have the first review of Roadblock's Wrath Of The Demon. In turn, this is backed up with the likes of Dick Tracy's crime-busting antics, and Line Of Fire's superb two-player action. Amos break away from the soccer scene with Death Trap, a dangerous-based arcade/adventure. Ninja Bessie hits the Amiga to a warm reception. And we also put Prince Kick Boxing, Prince Of Persia, and Marco Police under the microscope.

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# BUZZ

## HE'LL BE BACK...

Coxen is bringing out a game based around the sequel to cult science-fiction movie, *Terminator 2: Judgment Day*. The original film will be pleased to hear action-actor Arnold Schwarzenegger has been recast as the deadly cyborg assassin sent from the future. Many regard *Terminator* as the movie that made the Russian muscle-man; it was here that Arnie first used his infamous "I'll be back" catch-phrase.

*Terminator 2: Judgment Day* continues off from the first film with Arnie (this time more on the trail of Sarah Connor, a young woman whose life will supposedly have great significance in the decades to come). Schwarzenegger plays a relentless machine that looks only pain or fear - just an overwhelming desire to kill the unfortunate Mrs. Connor and anyone who foolishly gets in the way.

Surprisingly, although the first *Terminator* movie could have been turned into a cracking computer game, no software house ever took up the challenge.



Coxen is extremely pleased to rectify the mistake with the film's sequel. This short-topping company from Manchester has already achieved considerable success with games based on *RoboCop* and *Batman*, and it now hopes to do the same with *Terminator 2*. "The movie-script is the best I've ever read," confides Gary (Bracy, Software Development Manager at Coxen, "it's going to be bigger than *RoboCop*."

*Terminator 2* has just gone into production in the States and is scheduled for cinema release during the summer. The movie is in the capable hands of James Cameron, who previously wrote and directed *Aliens*, *The Abyss*, and the first *Terminator*. The game will follow later.

Coxen isn't giving away any of the gameplay details, and the programming team has yet to be selected. It's possible that Special FX, who did a good job on *RoboCop 2*, could be given the project.

If you're interested in movie-titles you may like to know Arnold Schwarzenegger's fee for playing *Terminator* for a second time... he can't provide yet (pant)



Coxen join forces with

The Terminator.

...MicroProse take

Ownership into the year

2000...

...return of the Red

October...

...Dumont takes up F1

Fighting...

## AIR SUPREMACY

Wanna pilot an attack helicopter? MicroProse, the American software house with a taste for more simulations, is about to commence work on the Amiga version of *Gunship 2000*.

*Gunship 2000* puts you in control of a few chopper platoons of sophisticated helicopter hardware including state-of-the-art Apache, Blackhawk and Cobra choppers. The game offers the player a choice of two theatres of war: the Persian Gulf or Europe. There'll be very real missions to complete within each theatre and an entire complement of body weapons to help take out the enemy.

MicroProse first entered the fray of chopper sims with *Gunship* which proved a top-seller more than three years ago. *Gunship 2000* will feature multiple helicopters on screen simultaneously and has built in data disk capabilities so that the game can be updated to include future config changes between the forces of good and evil (and their legions of helicopters).

The latest game is seeking to improve the advanced 3D graphics routines first seen in F19 *Stealth Fighter*. Using a new system called "topographical 3D", the system's touted to be faster and able to include more terrain detail than other contemporary systems.

The conversion is being handled by Manchester's competent in-house team. These guys have already produced the successful Amiga implementations of *F-19 Stealth Fighter* and *486 Tank Platoon*.







## THE HUNT FOR RED OCTOBER

It's not often that a computer game is brought out of retirement, revamped and re-released. Gamelink Video has done just that with *The Hunt For Red October* in time to ride the wave of the video's success. Unsurprisingly, Gamelink's boss Stephen Hall agrees as it's a "totally different game." Images is programming the most new version.

Paramount Pictures' blockbuster movie starring Sean Connery has been turned into a five-level arcade game. Following the plot of the movie, you must first get Jack Ryan aboard the U.S.S. *Dylan*, then navigate Red October, the world's most advanced nuclear submarine, through the Breyfones Ridge—a key ridge in Red Route One (the Soviet Navy's traffic route)—while avoiding homing missiles and mines. In the later stages of the game you're pursued across the Atlantic Ocean by the Soviet's Red Banner fleet before the final confrontation with a KGB submarine.

The original game attracted fans from the videogame arena, including *SDC-Warrior's* simulation scientists in Scotland who thought the first *Hunt For Red October* was quite an accurate submarine simulation.

## GOING UNDERGROUND

There's a new underground spot in the city. Lyric three players can take part in a fight to defeat The Masked Warrior and his minions. Only the brave get to be heroes.

*At-Force*, The Fighting Machine is the most recent co-op game from Atari Games, the videogame line region.



Atari Games has also been the focus of the Atari 2600, Popo and S.T.U.B. Fighter. The game has attracted a lot of attention because of its novel graphics system. Every sprite is digitally processed graphic. This is

a game with the story being part of the plot. The plot, though, is an artificial addition to stop players from leaving.

Players control one of three fighters to take on anyone who dares. Buzz is a former pro-wrestler and body builder. Ty is a former bodybuilder and fighter. And Ty is a member of the Flying Dragon-style of karate. Each player has a special move to bring down anything in their path. Buzz has a killer body slam. Ty has already double kick and karate chop a whole Dragon punch. After one of each match players are individually awarded a medal and instantly double plus a fight game.

Atari's covering this fight line sports to Lyric hand-held console, but Atari is currently negotiating the rights to *At-Force*. It's just that you can expect to be getting people's lights on before Christmas '91.

### SELECT YOUR FIGHTER



## SPECIAL CRIMINAL INVESTIGATION

After its success in the arcade, the Amiga conversion of *Special Criminal Investigation* is nearly upon us. Based on the script by Chase AG, *SCI* features two of Miami's toughest cops cruising the streets for info on the whereabouts of the Mayor's kidnapped daughter. Instead of steering cars off the road as in the first game, *SCI* lets you blast 'em with an automatic rifle until they give up, pull over and spit their guts. Catching up with the bad guys isn't gonna be easy, though, as you're got to avoid other motor cars and must complete each chase within a (short) time limit. Available on the Ocean rapid tape.



**INSECTS IN SPACE** Another hit game on the 64 makes its 16-bit debut. This time it's Sensible Software's old hit smash, *Insects in Space*. Deadly insects have invaded Earth and wiped out the entire human race except for the very young. You (play *Can't* don't laugh) the Arch Leader of the Motherhood, Saint Helen Day, the self-appointed protector of the last remnants of the human race and must stop killer bees picking up the remaining babies and dropping them to the ground. Featuring 3-dimensional scrolling at 60 frames

a second, the game has been programmed by Dave Central with graphics by Mark 'Stormtrooper' Jones and is due for release on the Henson label in January. Actually, it's much more fun watching the babies go splat on the floor than rescuing them!

## CHIP'S CHALLENGE

Games of Atari's "hard-field" Lyric machine will already be familiar with this game. Set over 1-64 scrolling levels, *Chip's Challenge* is a most-forgotten puzzle game, with the game's central hero, Chip, out to join his girl's computer club. To gain entry, though, Chip must use all his skill and cunning to avoid death at the hands of the maze's evil occupants or by falling into the many traps that are placed in his path. The conversion is in the hands of Images, who in the past have produced the conversions of *Back To The Future II* and *Amiga Sport* and it looks surprisingly like its hard-field counterpart. Out soon from U.S. Gold.



## EDD THE DUCK

Yes, *ducks!* Edd the duck, currently to be found waddling around the brown landscape at the BBC during children's hours and out of his pen but in show, is to make his multi-screen debut in a platform shoot 'em up. *Duckin' and a duckin'*. Edd has collected stars from various departments at Television Centre, the home of the British Broadcasting Corporation, whilst assisting William the Butler and his legion of butlers. There are 26 stars to collect in the *Weather*, *Special Orders* and *Children's TV* Departments. If he fails, the filming fails and poor Edd loses one of his four lives. Armed with a special *Quackin' Shooter* which breaks the opposition for a short period of time, Edd can be found battling the evil 'anglophobes' from December onwards courtesy of Implode.



## BOTICS

Set in the year 2085, *Botics* is a classically futuristic sport. The game is played by two human players clad in massive Transformer-like robotic suits. Once on the pitch, the two players must stand in front of a tilt-line goal and try to deflect the ball into their opponent's goal. Three consecutive games have to be won before you can make it to the next stage—final and you're hooked out of the competition and your chance for scores is gone for good! *Botics* offers five computer opponents and four courts, each of which vary in difficulty with the players getting faster and the pace of the game getting quicker. With an amusing intro featuring a robotic sportscaster setting the scene, *Botics* is out now from Kinoko.

## CRIME DOES NOT PAY

Be the king of crime and, ultimately, the mayor of the city in the latest game from Taus Software. *Crime Does Not Pay* is an adventure/arcade game, lets you play an Italian or Chinese criminal mastermind as you seek to corrupt city officials, bribe the police and wipe out all opposition. Each group is composed of a Godfather type character, a henchman and a gangster's moll. Whichever you choose to be, your character moves through the city and fights cops, rival gangs, street punks and petty criminals. Principals include the Chief of Police, Judges, the Mayor and other leading citizens. If they don't take a bribe they'll get the bullet instead. During the course of the game you can enter different city buildings in order to collect objects (money, keys, confidential files) which will help you to blackmail VIPs and plan raids or robberies. With 200 rooms to check, extensive maps and four levels of enemy, *Crime Does Not Pay* is out now.





# BUZZ

## EXTRA POWERMONGER DISKS ON THE WAY

Bullfrog, the creator of Populous, is already working on extra data-disks for its new state-of-the-art strategy game, Powermonger. These disks are not simply filled with different graphics or extra missions, but completely redesigned scenarios.

Executives, Arts and Bullfrog hope to make Powermonger more up-to-date. For instance a World War One data-disk is on the cards. With such a disk, you could have trench warfare complete with machine guns, barbed wire, bayonets, tanks, mustard gas, artillery barrages and no-man's land.

The gifted Guilford-based games team designed Powermonger with the idea of expansion built in at the very start of the venture. Bullfrog can change absolutely everything in the game by adding its complex database - from the inner workings of its advanced artificial intelligence to trivial aspects like the size of a forest.

There will probably be ten Powermonger data-disks followed by an editor disk allowing you to create your own scenarios. You'll even have the chance to design your own landscapes using DeluxePaint III. The extra disks should be available by the end of February. No price has been set, but £18-£25 per disk seems likely.



## TURTLE AWESOME, DUDE - TURTLES 2 AND 3 ON THE WAY

The first Teenage Mutant Ninja game has hardly hit the stores, and there is already talk of two follow-up games among the big boys of the genre in a hot-plate.

Konami has just finished the conversion of its immensely successful Teenage Mutant Ninja Turtle port-up in the States and the second movie is about to go into production - with Jim Kasko's London-based puppet company again providing the special effects.

Although Microsoft is keeping quiet at the moment, it's a fair bet that the Microsoft-owned company will snap up these two licenses before the new wave of battle bands and kids also ordering skateboard and surfboard also play from Pizza Shack. Many believe the Konami arcade game is far superior to its current Teenage Turtle film counterparts.



## TV SPORTS BASEBALL

First there was Basketball, then came American Football and now Cinemaware has turned its movie-making skills to the good old Yankee sport of Baseball.

Cinemaware believes TV Sports Baseball is its most powerful statistical simulation to date with a complete 160 game season, 25 man rosters with five-man reserve lists to replace injured players, 26 teams of all-time greats and a complete general manager mode of play.

Despite all these stats for the armchair manager, the database can be switched off if you want more action. Either way, the excitement of Baseball is captured with the help of large, fully-animated players and a magnified batter/pitcher window for a close-up of the ball-throwing and strikes.

Baseball will have the same coin-up quality graphics, atmospheric sound effects and arcade action that has made the TV Sports series such a winner, says Microsoft, the game's European distributor. TV Sports Baseball will ship in the spring for £29.99.



Turtly expected

sequel news...

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nities for would-be

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# BUZZ

U.S. Gold prepares to  
take part in the Final  
Fight...

...Ocean's Epic title  
finally warms up for  
take-off...

...meanwhile,  
Mindscope announces  
a sequel to Tron...

## STREET FIGHTING

Everything went wrong when Haggag, newly-crowned mayor of Metecity, began his promise to rid the streets of the evil Mac Gear gang. These crimes resulted by kidnapping Haggag's daughter Jessica. Now it's payback time.

In *Final Fight* you have the choice of playing Haggag, Catty (Jessica's childhood sweetheart) or Guy (Catty's friend) on a mission to rescue Jessica. This beat 'em up is split into five rounds to take you through the slum, subway, roadside, bay and urban areas of Metecity. Each area is owned by a big bad Mac Gear boss just itching to go one-on-one with you.

All three heroes possess special abilities in addition to the full force range of back-hand punches, kicking kicks and throw moves. Haggag is an on-street fighting champion who excels at wrestling. Catty is good with knives and Guy is trained in the art of ninjitsu, using a special off the wall jump to catch the enemy off guard. When you're in a pinch you can use the deathblow (when you're in a double-ruby punch or, for some real fun, just someone up and pile-drive them into the concrete head-first).

U.S. Gold has picked up the rights to this Capcom arcade game which should be ready for release by the end of the year. Creative Materials is working on the conversion of this fashionable coin-up.



## RETALIATORY ACTION

How can you top the success of the award-winning light-gun *F-19 Retaliator*? Well Digital Image Design, the team behind *Retaliator*, is working on Epic, Britain's answer to Grapic's *Wing Commander*.

Epic started life as a three-dimensional version of Microsoft's *Commander*. Digital Image Design decided to up the stakes and create a space simulation game shoot 'em up with cinematically animated sequences and presentation. It's a shame we've been working in parallel with *Wing Commander*, says Martin Kenwright from Digital Image Design.

If you thought the fast polygon graphics seen in *Retaliator* were impressive wait till you see Epic's on-screen space fleet of over 60 ships! You probably realize the game has been influenced by the movies *Battlestar Galactica* and *Star Wars*. The launch of your shipfighter from a carrier is depicted as a complete cinematic sequence with the camera (your view of space) zooming and panning as your fighter moves out into space. Movie effects are used throughout the game to make it much more special than your average space sim.

Epic employs a revolutionary ultra-fast graphics engine to draw polygon cones, spheres and cubed shapes. These images can be rendered upon a beautiful filmmapped screen to produce a similar effect to the matte painting technique used in the film business.

"We've had to strike a fine balance between space simulation and movie action," says Kenwright. It looks as though Digital Image Design is achieving this admirable aim with some style. Epic should be out before Easter courtesy of Eidos. In the meantime, Martin Kenwright would like to hear from any keen programmers, graphics designers or musicians. Just give him a call on 0633 247616 and let him (or Amiga) hear you.

**CLEAR FOR TAKE OFF** Mindscope have announced a sequel to *Tron* in the air traffic control game which became a cult hit on the PC in the States.

The first version was never made available on the Amiga, but nevertheless attracted thousands of fans, not to mention the various users. Both the USAF and Federal aviation authorities employed it in their training programmes.

Described simply as a sophisticated radar simulation the game allows the player to experience the pressures of air controllers who have the responsibility of directing air traffic in the skies. Experience the thrill of delaying charter flights! Sweat as two jets approach each other! Panic when they merge! Heave after a mid-air collision warning but hurry!

*Tron* is designed to link up with Microsoft's *Flight Sim* via Play US developers Neutron International, and the Amiga version promises digitised speech and a manual the size of *War And Peace*. Mindscope meanwhile are taking to the Civil Aviation Authority in this country about the possibility of them adopting the simulation here.

The company also announced a fantasy role playing game designed by Canadian Pip-Anderson who produced the graphics for Grey Walter's *Pendulo*. Pretty serious release next year. Mindscope features a novel approach to on-screen violence by allowing the player to set a meter dictating the amount of gore detail you see. Set to maximum we're promised some of the most unpleasant death sequences ever seen.





**NO-ONE HAD THE GUTS UNTIL NOW!**

# MARC

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**MARC: WINNERS DON'T USE DRUGS**

## ocean

Bruise action and a 68000 inside infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CONSPIRACY - is you get that far, you'll have to survive his enormous army of body guards... jungs of chlorine-blonde pin-ups in trench coats, the bullet team with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yuppies, the psychotic clown with an evil sense of humor - yeah! He, but not laughing! There's even a gas guzzling Cadillac jock, a cool specimen, elbow hanging on the door sill, a crooked looking piece in his hand and ready to blow you away as he ribs down main street leaving you coughing blood.

It's not all that... You've got a choice to back you up, a mean, sexy street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... do I say to see Mr. Big? No, he's MR BIG!

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# BACKCHAT

LETTER OF THE MONTH

## PUZZLE PROBLEM

What's with the sudden influx of puzzle games? Over the last few months we've had *Fliding*, *Wetrix*, *Plazmic*, *Rixx*, *Spideoman*, and *Pipemania*. I mean, how are we ever going to progress on to fantastic-looking games that really push the Amiga when we're stuck with these games that wouldn't stretch an 8-bit console? OK, so they're playable, but normally only in the short term. I recently bought *Fliding*, and although it was fun for an hour, it got so repetitive I took it back to the shop and asked for a replacement! And my mate bought *Rixx* after all its excellent reviews only to find that, this too, got really really dull.

I can understand that these games are initially playable and that if you don't play them enough to get bored with them, but all the same let's concentrate on the decent stuff and try to ignore any new puzzlers. What do you say?

Gavin Peterson, Portsmouth

OK, so some of the puzzle games aren't that good in the lasting appeal stakes, but they do prove playable. I agree that there are a lot of them on the market, but if that game is currently popular, you've got to expect a few clones – after all, just remember how many shoot 'em ups are available. As for your claim that they stop the decent games from coming out, I don't really think that stands up to close inspection. For every puzzle game that comes out, there are nearly two adventures and ten arcade games, so I don't think that they will kill off the Amiga just yet.

## WHO DAT MAN?

I was reading your excellent December issue, and who should I see writing for but Steve Merritt. Now pardon me if I'm wrong, but isn't Steve the editor of one of your rivals? If so, do they know that he's republishing? Please, please can you explain what happened, and whether he'll be a regular amongst the team.

Darryl Cook/Sheffield

OK, it's a fair cop. Steve doesn't work for Amiga. Just an irony, and he's joined us to produce features and reviews, along with other Amiga-related items. After all, he's good at it, so it's another feather in our already strong team.

## BEST DISK EVER?

There I was in my local WH Smiths the other day, and... what did I see but the new

CU. Cash in hand, I raced to the counter, paid for it, and rushed home for a read and a half. As I flicked through, I was really impressed by the Robocop II feature which went from describing the game (which I'll definitely be buying), to a review of the film, and a detailed look behind the scenes as to how the special effects work – more of those please, as they are brilliant. The rest of the issue was every bit as good, although there weren't as many reviews as I would have liked – how about adding a few more. Finally!

First impressions look like a good new feature, and I look forward to the next one. Finally, the long on-line topic was the brilliant cyber disk. I haven't stopped playing Robocop II, and fanthings is simply the most addictive game I have played for ages. It was a pity that *ESAWAT* wasn't playable, though, but two out of three isn't bad. As

in all the best issues you have produced to date – keep it up!

James Smith, York/Whitby

Er (though bluddy, thanks a lot)...

## VIRTUAL BOREDOM

What's all this fuss about Virtual Reality? As far as I can see it's all boring as hell. I mean, what's so good about walking through a world made up of grey yellow and green polygons? Give us an all-action baster like *Dark Dragon* any day. So come on guys, give all that Virtual rubbish a miss and concentrate on all the new games that are about to hit the Amiga.

David Allen, Grimsby

As well as stepping on top of the games that are on their way it's also interesting to see what we may be playing in a few years time. After all,

when we were Commodore User and were C64 based, we had people who pleaded to the introduction of Amiga reviews – now look, we're totally Amiga obsessed. Progression is bound to happen, so don't get impatient because it's not available here and now, keep an eye on the future (it's what we'll be playing tomorrow. Who knows, then you'll be saying 'forget the CD Mini Move System' (or whatever), and congratulate on the last new 'Virtual Reality' stuff. As Maggie said, it's a funny old world.

## COMIC CUTS

I must write and congratulate Dan on his brilliant comics feature in the December issue. It was really interesting to read about what was let at CU read, although I have really gone off Tony Dillon after reading that he likes Twinkie! I realise that this isn't

WRITE TO CU, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU



old was added to be in with the rush of comic licences that you reviewed that month, but is there any chance that it'll become a regular feature? And if so, can you include stuff about horror mags and sci-fi stuff?

Grant Kemp, Birmingham

A comics-feature will appear occasionally, but don't expect it every month.

## COME AND FACE US!

I read most of the *Amiga* mags on the market, and have come up with an idea I think you should include in yours. One of them, *Zzap!*, has pictures of the reviewer by whatever he is saying, complete with one of them reviewing if a game is bad, or giving it a 10. So, why don't you let all CU get your faces in the mag more often?

David Thom, Cardiff

If you saw Mark Patterson or Ben up close, you'd realise what seriously, we don't really see why having our faces spread all over the mag would aid the reviews in any way. We'll just let our names and hands write do the talking.

## HANG THEM ALL

I think many of your readers have got a bit carried away with the recent pricing debate that's been raging in your pages for the last few months. Suggestions such as this page, in which severely proven to be a well look at the rather negative area looks fairly helpful. G'dday, what's so bad about copying *Black'n*? I do it all the time. Not games, you understand, but graphics that I've created using C-Point or other such software packages. I'm not going to loblaw away at a publisher for ten or fifteen hours only to have it get corrupted and then lose all my work. It's right to be impossible to make decent a good cloning program these days so everyone's got paranoid about copying them.

Reg, quite agree with you there. It's a very tricky subject and causes a lot of anger on both sides. All we can do is state CU's position on the matter once again: CU is against the use of copying programs if they're to be used to rip off games software, but obviously there is a need for such programs when using graphic packages and the like. Let's call the issue closed now, can we? Please!

## TOP TEN

What a year it's been! I think the games we've had this year have been utterly superb. I'd be quite interested to know what you all think were the best ones. For what it's worth, here is my top five games for the whole year: 1. *Alien* 2. *Midwinter* 3. *Supremacy* 4. *Kick Off II* 5. *RobotCop 2* (judging by your excellent cover disk playable demo) How about having a regular spot in *Backchat* for readers' top tens?

Anthony Higginbotham, Ipswich

No sooner said than done. You've just supplied the first list. From next issue we'll collate all the top tens we receive and make a list of what our readers are buying.

## ROBOCOP 3

I cannot believe this, in fact I refuse to believe it, so I've come to a conclusion that this is all a dream and I am going to wake up and read the December issue of CU and find out that *RobotCop 2* has got a better mark than *ROB 3*. I played the demo, read the review and then saw the score. I think it should have got at least 90% anyway. The way the game was put together, and the graphics and animation were superb. The sound was fabulous with different sounds for each gun. All the guns shot rockets (a wonderful thing of course was a real rocket). After playing the demo I am certainly going to be buying the game. I just

## READERS' REVIEW

Have you ever read one of our reviews and totally disagreed with what we've said? If so, this is where you can voice your opinions and stick up for your favourite games. If you do, you could win yourself a £25 game, so get scribbling to us at *Backchat*.

## KICKED OFF

I've just read Stuart Harley's readers review of *Player Manager*, so I thought I'd send in my review of another soccer game, *Kick Off II*. I've been hooked on this game ever since I bought it in July and, I might add, am getting quite good at it. I recently dug out my August copy of CU and was quite surprised that it only scored 80% and collected a *Scribbler* rather than a *Superstar*. Also, you only give the sound 60%. There is only the clearest sound and the noise of the ball being kicked, but that about all you can expect from a football game. After all, a football soundtrack wouldn't exactly fit in with it. In my opinion, the sound is near perfect for the game and should have been given 85%. The graphics rating was also a bit low. Most of my friends who have played the game think that the graphics are first. The players are around realistically, and the variety of pitches is superb - just like the real thing and worth 87%.

I've been playing this game for four months now, so the playability should go up to 90%. Everything about this game is good, from the tournaments to the kit design, and the addition of the action replays is a brilliant idea. Likewise, the many options are excellent, and allow you to play a short game in a storm, or a long one in nice weather. I think that this is the best game I have bought for my Amiga, and will worth the twenty-five just I paid for it. It's not cheap, so when I buy a game it has to be a good one, and with *Kick Off II* made a brilliant choice. My overall score for it would be 94%, and the only reason it didn't score the 100% mark is because of a small bug. This makes the game when you end up taking a corner against your own goal! It's not said in your review 'no other soccer game can touch this', how perfectly true.

Matthew, Wals

I must agree with you there, actually. On reflection - and judging by how much time Steve Barnett wastes on it - we did underscore *Kick Off II*. I don't agree with your scores for the graphics and sound as whilst they do work well, they are still far from brilliant. Also, there are loads more bugs than the one you mention. Still, on reviewing the score, I reckon I'd give *RO 2* 90% and a *Superstar*. As for your impressive defence of it, though, you've won yourself a twenty-five paid game!

I don't know how you can get and give it 85%. But I suppose you are the ones with the degrees. And a word of thanks for bringing to the public such an informative and interesting mag with lots of other features too.

Joseph Bennett, London

Ken replies: Ha, so you didn't like my review eh? Eat lead, sucker, and taste the

steel of my boot. See it I can, I can take it. Oh yes I can, gibber, gibber... No, seriously, *RobotCop 2* was a good game but it certainly didn't merit a score of 80%. In recent months we've cut down on the marks we award to games. Unlike other magazines we give a game what we feel it's worth and certainly don't massage the scores or cheque books of games publishers.

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“Just what a game should be: looks good, sounds good, and plays like a dream.”

Chris Morley, ACE, October 1990

By David Light



936

The 3D vector graphics engine in *Microstyle* features solid filled 3D graphics with shadows and light intensity surfaces. The engine allows solid semi-transparent surfaces to be freely mixed. Mirrors and transparent semi-transparent surfaces are also employed.

The game scale runs up to 2500 on plane objects on the map. The game scale runs and the video scale are independent so that game time can be real time or time compressed (as the display rate is slowed down).

Special explosion effects are achieved using a highly optimized particle computer that individually creates up to 100 particles. Multiple explosions that pass with strategy!

Shadow cast is a grid-based map shadow for three-ton exclusive color options, introducing ground-based and light engine.



*Microstyle* is playing on the awesome, conjuring up

immediate comparisons with the classic *Wings*. Your 3DVR modes 360 degrees and clarity or dials. The rotation and shading are excellent and the game has a great feeling of speed. Stable to test and fun to play and you can power up the 3DVR with loads of goodies including speed-ups, radar, fire and target missiles, target display systems, shields, and extra lives.



**MICROSTYLE** haul you into the computer war of the future and produce a red hot 3D shoot-em-up as an incentive...

Cyberwar rules in the far future, where evil war is played out inside massive computer simulations. A particularly unpleasant virus has, however, had the effect of projecting the combat into the real world and as a result you have choices of bloodthirsty simulated pilots wreaking havoc all over the place. Your objective is to enter the "battle matrix" and destroy the other cult as well as the matrix itself.

You control a sophisticated *Selenia Reconnaissance Vehicle (SRV)* with wing wings that give it limited flight capabilities. You drive your SRV around the matrix, encountering enemy air objects in the matrix that denotes an enemy barrier beyond which you cannot pass. You must then route the relevant energy projector and destroy it, which will lift the barrier and allow you to proceed.



936

To add variety to an already exciting game, *Microstyle* has three in a wide variety of scenarios. First, and most common, you use the laser torpedoes that slowly move in a complete circle until they lock onto you, whenever they fire.

Secondly, "Warfare" grows in an attack craft, with no traps and small tanks, then around the walls, gradually moving only one shot to hit. Then you reach the segments — there can only be three with missiles, but also that require in the most satisfactory way yet, by first shooting the gas tunnel, and then following in on themselves with a single missile shot.

Regardless the game you also have access to a map screen for always playing — well there's also a real "game" that gives you about eight map-based map-based facilities while you're moving.



The result is a fast-paced 3D shoot-em-up that is slightly similar to *Resolution 101* in gameplay tests but tends to elements of *Falcon* and *Virus* as well. In addition, the grid construction introduces a more distinct.

Sound effects are superb and add to the sensation of speed. There's also a wonderful intro sequence.

Just what a game should be: looks good, sounds good, and plays like a dream.

Here at *Microstyle* we couldn't think of anything more to add to Chris Morley's review for October's edition of *ACE*.

#### RELEASE DETAILS

ATARI ST	\$24.99	OCT 90
AMIGA	\$24.99	OCT 90

No other versions planned

All excerpts quoted by kind permission of Ace





# BETTER TH

# WILD

# DREA



The crazy reflex game that will drive you bonkers! GOODNESS, GRACIOUS, GREAT BALLS OF FIRE! SE - AG - PC



Haunted Castle, Scotland! Help little Tommy rescue his mother in this thrilling, chilling arcade/adventure game! Only if you dare. SE - AG - PC



U.S. SOFT  
Collection Edition



U.S. SOFT  
Entertainment



# HAN YOUR

# DEST

# CARS



Rev your engines! The crowd is in delirium, intoxicated by speed, anticipating Days of Thrills at the dawn of the fifth millennium...

NT - AG

Jupiter's  
**MASTERDRIVE**



UBI SOFT  
Entertainment Software

This explosive reveals intervention is based on the cartoon of the same name. Definitely not for the gentle! NT - AG - PC



Brain  
**blasters**

Leave the world of records for behind, and enter a world where logic, a good memory, and white and black magic are your tools to win the cerebral position of BRAIN BLASTER.

NT - AG - PC



UBI SOFT  
Entertainment Software

UBI SOFT

Entertainment Software

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**Steve 'Finbarr'  
Merrett takes a  
look at Virgin's Viz  
to see if it is going  
to be a big'un  
(fnarr, fweep!).**

*Pictures reproduced with kind  
permission of John Brown Publishing/  
House of VIZ.*



**THE FIRST FIVE YEARS** Until now, *Minsky Python* and *The Archers* have been the strangest licensing coupes. However, late last year, Virgin secured the rights to produce a game based on the characters of the brilliant (but adult comic), *Viz*. *Viz* has been around for over five years now, but only in the last two or three years has it really taken off — with even the normally wary WH Smiths stocking it, albeit on the top shelf! The job of developing the game went to Probe Software, specifically the team of Martin Bish and Les Aimes, with Sound Images doing the deed on the music front, and the project's progress aided in various ways by producer Jo Bonier.

**THE FIRST FIVE YEARS** Work started a year ago, another first job was to decide on the basic style of the gameplay. Jo had decided early on that he didn't want the

game to be a scrolling or flick-screen arcade adventure, as past attempts, such as *Shoggoth* or *Starblast*, had both been inept and lacklustre affairs which captured none of their licensee's character. Instead, a role game format was opted for, with as many of Pulchaster's odd characters as possible crisscrossing up through-out the game. But this threw up another problem. Of all the many colourful characters in the comic, who should they give the starring role to? After all, you could write individual games based on the antics of the Fat Slego, The Brown Bottle, and Billy The Fish. The answer came in the form of the three who have appeared most regularly: Biffa Bacon, Johnny Farparts, and Buster Gonads. In addition, that well-



The options are initially hidden on the TV, but are subsequently popped over and reloaded (fnarr, fweep!) on the floppy.



In all, Probe are confident that the role game scenario, whilst also allowing them to attempt a different style from the conventional arcade adventure themes, will also allow them to create nearly all of the comic's many characters in. For instance, lesser characters, such as *Knocky Pinner* (the hapless law's son still to be used, whilst still fitting inwards the *Proper Meller* and *Finbarr* tag the finalists).







known celebs, Roger Mello, takes a break from TV and appears every now and then to commentate and give his opinion on the proceedings. Initially, the game involved inventing Pulchster and collecting Co-Op tokens which have been blown over the span



when the local supermarket exploded, but this "was" dropped and changed so that you must earn your tokens now rather than have them handed to you on a plate.



**Fat Slaps.** A fairly recent addition to the Fat Slaps are *Slaps* and they, a couple of them who enjoy eating more than a night out of chips, darts, slaps, drinks, chips, and looking



As far as *Via's* John Brown Publishing was concerned, they weren't too concerned about the game. They did, however, supply the team with a more or less complete set of back issues for reference. After that, though, the team were on their own and left to decide just how far they could take the humour. They feel that they have faithfully recreated the strip's visual humour, and the extra medium of sound means that the effects consists of sampled fans and the like — a new dimension to the laugh-a-minute humour! In addition, the sprites are instantly recognisable, and the game has been kept simple so that antedog niggles don't detract from the humour or playability.

#### Big Vern

Vern appears roughly every other issue, assisted by his loyal pal, Fred. Vern has an exception to the rule which reads with him blowing his brother through the back of his head every day.



# NA-AA-AA-AA



#### Graphic Re-Viz-ion

Once the basic premise of the game had been decided, work started on recreating the famous stars in pixel form. In all, 98% of the comic's characters make an appearance during the course of the game, including (deep breath) Spoffy Barford, Norbert Colton, Roger Inverness, Sid The Sexton, Aldridge Price, Mr. Logic, Jelly Head, Big Ben, The Parlo, Felix And His Amazing Underpants, and Kinky The Fish. In addition, a few of the lesser-known characters make an appearance — Rodney Six (he throws bricks) is the race marshal and, keeping in character, throws bricks at unruly racers.



**Roger Mello.** Pulchster's answer to Felix and Rodney has appeared on more TV shows than Bob Montrose or Jeremy Beavis. He is famed for his... er... 'open to Earth' approach, which causes his producer, Tim, more than his fair share of head-aches.

#### Fisher Saunders

The master of the double entendre, Fisher has been at it for years (he's 47), and has been keeping it up for as long as we can remember (though, he appears impudently (sorry!), and is a hardened member (Keweenaw) of the Via team.





# SPEEDBALL

## 2

### BRUTAL DELUXE



SOME DAY, ALL SPORT WILL BE PLAYED THIS WAY.

**I**n two years since the last ball was thrown on a Speedball pitch, there are new teams, new stats and new rules. The arena is bigger, the players are tougher and the action is faster than ever before.

The challenge is this: Take control of Brutal Deluxe, the wildest team in Speedball history, and turn them into champions.



Players will use the skills who go.



Equal at sight? Not so for a fast foot!



For those who don't believe you are the only one, take a picture.



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It's just!



Get the most of your style.





One of Activision's last coin-op signings was SNK's *Beast Busters*. Steve 'big ghouls blouse' Merrett looks at how its undead are shaping up...

# BEAST BUSTERS

It's a scenario straight out of a George Romero film: The dead have inexplicably started to break the Earth again, and are devouring the living to enlarge their army. However, whereas Romero hinted that a returning Venus probe was responsible for reanimating his zombies, there is no logical reason as to why these flesh-eaters are coming alive, and— even stranger—why is the contagion limited to a small American town in the middle of nowhere? Armed with an Uzi and a number of grenades, SNK's *Beast Busters* sends you on a seven-stage mission to locate and destroy the source of the revival.

**SNK** Normally associated

with the *Ban Marico* series of games, *Beast Busters* is a bit of a departure for SNK, abandoning the horizontally-scrolling action that Vince and Paul of *Kan* fame favoured. *Beast Busters* is another in the long line of Uzi-madness coin-ops where you are invited to blast away at the on-screen action. Technically, and in terms of originality, *Busters* offers nothing new, say, *Line O' Fire* or *Operation Thunderbolt*, but the major enhancements are a fixed Uzi and its decidedly unsuitably scenario. In fact, it was the grimy storyline and blood and guts action that made *Busters* such a hit with arcade-goers, prompting Activision to snap up the rights and rapidly turn



The *Beast Busters* coin-op features over 100 sprites, each of which had to be completely redrawn.

into its Farnham-based development house. Images, to convert. In the past, images have been responsible for Activision's conversions of *Ninja Spirit* and *Super Wonderboy*, both of which were fairly well received. However, *Beast Busters* promised to be more of a challenge as it features

multi-directional scrolling that brings the enemies towards you as well as from either side of the screen, a field which the team had never entered before.

**COOL** The main bulk of the coding was given to Henry Clark, a freelancer based in Glasgow (and whose past conversions include *Ninja Spirit* and *Firebird's Flying Shark*). Using his PC system, Henry's first task was to re-write the game's scrolling system, and this threw up more than its fair share of problems. In the end, though, the system was perfected and Henry could get on with adding the basics of the gameplay, such as sprite handling and in-game



## BRAIN



oozes a certain elegance" YOUR SINCLAIR

**AMERICAN COMMERCIAL SYSTEM**  
**100-57-1000-AMSCA**



# BEAST BUSTERS

logic. Meanwhile, the three-man graphics team of Andy Pang, Chris Edwards, and Jim Kluough, were busy converting *Busters'* incredible graphics over to the Amiga. One of the main problems the team encountered was that SNK weren't particularly helpful. Although they were supplied with a coin-op board to work from and a few development photos, they had to record the game being played from start to finish, and made notes and sketches of the sprites by pausing the tape at key points.

Once they had sufficient material to go on, the graphics were then redrawn on an ST

using OCP's Art Studio, which the team favour thanks to its useful sprite tending capabilities. At the moment,

practically all of the composites and mid-level guardians have been converted, and Andy is currently in the process of adding backing detail to the basic wireframe maps, whilst the other two concentrate on finishing off the rest of the outstanding ghosts. After they have all be redrawn and touched up, the graphics will then be ported over to the Amiga by Andy Pang and touched up slightly. If all goes according to plan, images plan to include everything from the original coin-op, with only a few items missing. For instance, the game will run at a marginally slower rate than its arcade parent, and there will be sixteen columns on screen rather than thirty-two. And,

obviously, the Uzi control has been replaced by the mouse, which works admirably with the left button sending a stream of bullets into the screen, and the right button throwing the grenades.

Scheduled for a February release, *Beast Busters* is currently running on schedule, with pretty much everything drawn and all that remains is to get it up and running, and add the soundtrack and effects. The sound is in the hands of another freelance, and he is using direct samples from the coin-op to recreate the atmospheric effects and the noisy screams and explosions which complement the action. Apart from that, the rest of the game's development will be given over to play-testing and eradicating any final bugs. Expect a review within the next couple of issues.



On average, each enemy sprite features six or seven frames of animation, including the smaller, inconspicuous, frames in the distance.



The various back-drops were all drawn using the OCP Art Studio and linked using Image's BIT map generator.



Once drawn, the graphics are sent up to Henry in Glasgow, where they are incorporated into the code as and when he needs them.



Each level sports a guardian during the middle and at the end of each level. Ranging from facile throwing guns to a mass of fused bodies, each must be shot repeatedly.



With Henry's 3D routine up and running, Andy Pang then had the long-awaited task of adding the coin-op's background detail to the wireframe maps.



When locating the enemy sprites, Andy and Co. had to work from video recordings of the coin-op being played so that they could judge their size in relation to the other characters.





# BEAST BUSTERS

## THE COIN-OP

It's very hard to work just a *Beast Busters* coin-op, as they tend to use all of the biggest cabinets ever to grace your local arcade! Sporting no less than three lifts, the game is a variation on the popular *Operation Thunderbolt* theme, with the grots and foot soldiers of the Tels original replaced by flesh-eating zombies and ghosts. These aren't the sort of zombies that George Romero envisaged, though. Instead of lumbering after you aimlessly, *Beast Busters'* dead are armed with limited intelligence and come at you with guns, knives, and even mini-drive cars and rickshabikes!

The basic aim of the game is to escape what has caused the dead's resurrection, and this takes place over seven levels of horror shoot-'em-up action. You begin the game with one life, and a limited supply of ammunition and grenades. Both are increased via the lift, with the bullets fired by pressing the trigger, and a small button on the gun barrel activating the grenade launcher. Depending on the level, the zombies are scattered both towards you and from either side of the screen, and must be picked off as they approach. Bearing in mind the grisly scenarios, as the creatures are killed, they explode in superb splatter style, or will even get up again for another go. Couple this with robot hounds and ghouls that appear both during and at the end of each level, and you have a real test on your hands. Luckily, though, extra supplies of fire and electricity bombs, along with medical kits, are dropped in and, when shot, re-set your lagging supplies. Energy permitting, as you progress through each of the seven stages, the mystery gradually unfolds. Your mission begins in the subway with the ghosts tumbling from the trains, before taking you to the relative safety of the riverbank and on to a laboratory which is the apparent source of the undead.

The limited help from B&B came in the form of a few photos of the coin-op's development. However, this saved time, as it detailed animation rules.



# ZOMBIES - AN AFTERLIFE...

Although they have been around almost as long<sup>1</sup> as the Frankenstein and Dracula films of the 20's and 40's, Zombie films have only recently gained the credit they deserve. The basic premise of the zombie involves around rotting and the occult, and rather than the reanimated corpses of today, the zombies were actually people reduced to a catatonistic state by a out-there and used as slaves. Early films, such as *I Walked With A Zombie*, were based around this original theme, but as the Hammer extravaganza people wanted to see more graphic stories, and the zombie scenario was taken one step further, and the slaves were miraculously transformed into slavering creatures who were still under someone's control, but ate people, too!

**LOW BUDGET** In 1967, though, the undead's role was to be transformed with the advent of a low-budget horror film writer, director, and producer by a small independent band from Pittsburgh. John Russo and George Romero's *Night Of The Living Dead* featured actual corpses of the dead creeping on flesh and animals, something that had never been done before. As

this was a time before censors started mowing their scissors, the film was an instant hit and has attained a cult status which is still evident today. In many ways, Night was responsible for the many graphically gory films that followed, but it wasn't until Romero and Italian shock-master, Dario Argento, followed up *Night* with *Dawn Of The Living Dead* in 1977 that the genre was given a much-needed kick up the backside.

Dawn took the first film's scenario one step further, with society on the brink of collapse and the dead's numbers growing. Reluctance to list loved family members resulted in the zombies enlarging their numbers, and shortly after panic set in. As with *Night Of The Living Dead*, Dawn dealt with the isolation of its main characters, as they attempt to survive in an over-run world. Set mainly in a department store, it also parodies the consumer age of the time and how, in the whole, material things aren't that important. Many clones followed, the most notable being Lucio Fulci's *Seven Gates To Hell*, *The Beyond*, and

*Zombie* along with a few other low budget entries, none of which were hugely successful.

**COIN-OP** After a while, the game started to look tired with the generic theme now going over to comedy with the two *Platoon Of The Living Dead* films, which featured impressive-looking zombies, but in humorous circumstances. Unfortunately, the release of the first of three two, overshadowed the release of Romero's third *Dead Film*, *Day Of The Dead*. In this third film, it appears that there are only twelve people left alive. This small party are working on a way to quell the dead's urge to eat people, but their isolation starts to make them realise that there may be no point to what they are doing. A bleak film, *Day* is definitely one of the best film Romero has done. With *Tomé Savini* on

effects, it is a visual masterpiece, coupled with a brilliant story.

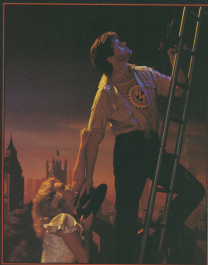
Unfortunately, Romero seems to be the only innovator in this field, as others that have tried to copy his style fail miserably. Another problem comes in the form of the censors who are understandably harsh on his films, and even if Romero went ahead with the proposed fourth film, *Telltale Of The Dead*, it is unlikely that it would feature the gory effects that the stories necessitate.







*Keep it warm Honey!*



**RICK DANGEROUS**

**2**



# The Story So Far....



BACK IN A FLASH FOR COMMODORE 64, SPECTRUM, AMSTRAD





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*Rick's fate is now in your hands* ~~~~~





# THE CU COLLECTION

## ON YOUR DISK

**S**ates-based Coeml were responsible for some of the best C64 games available at the machine's launch. Starting with *Atari Challenge*, they were famed for their chunky graphics and amazing playability. They backed up this reputation with the releases of *Binky* (a playable Q\*Bert clone), *O'Reilly's Mine* (a brilliant tunnelling game), and - most memorable of all - *Forbidden Forest*. After that, though, Coeml's release schedule slowed down, and only a handful of game's appeared under their banner - this time released through U.S. Gold. These were the follow-up to *Forbidden Forest*, *Baynes' The Forbidden Forest*, and the two *Super Huey* games.

When originally released, *Super Huey* caused a bit of a stir. The game was due to be released through U.S. Gold, but due to an error somewhere along the line, Audiogenic also had the rights to publish it over here. What followed was a major battle, with Audiogenic under-cutting U.S. Gold's price and U.S. Gold following suit. Eventually, the matter was resolved with both companies releasing the game, but Coeml's output was to rapidly dwindle, with *Huey's* sequel (with its UFO and arctic rescue scenarios making it just a little different from the array of *Bink* sines appearing at the time) probably the last thing to appear from them.



## CHOCKS AWAY

**Loading:** Just slot the disk in your drive, and it will load automatically. An intro screen will then appear, and pressing the mouse button will skip this and take you into the game. Once the game has loaded, pressing the F1 key powers up your chopper's computer, allowing you to select your mission by typing its name into the computer (ie, school).

The Gameplay: *Super Huey* is split into four distinct missions: a tutorial mode, an exploration mission, a combat exercise, and a rescue mission. For the main part, the joystick and the firebutton will guide the helicopter and shoot it.

And that's basically it. The Huey's controls are ideal for the first-time pilot, and allow you to familiarise yourself with taking off and landing. The missions are easy to get into without being a walk-over to complete, and whenever you're in good luck - you'll be needing it!

### TAKE OFF PROCEDURE

- 1) Turn on the computer with the F1 key, then enter MISSION to select an assignment.
- 2) Enter the POW command to turn on power.
- 3) Start the engine by pressing F8. Wait for the the engine temperature gauges to warm up to middle range then increase the throttle to bring the engine RPM up to about 1200 RPM.
- 4) Engage the rotor clutch (F9). Wait for the rotor RPM to stabilise at around one tenth of the engine RPM.
- 5) Increase throttle to build RPM to take off speed (3500-3600).
- 6) Increase lift by pressing fire and pulling back on the stick. Equalise lift is lower at around 1000 (by pushing forward and fire).

(Pushing forward on the stick (without fire) tilts the helicopter forward, generating speed. Pulling left or right tanks the craft. The forward diagonals control the rudder, this lets you turn the copter without tilting it or losing altitude. Be careful, though, as the controls are fairly responsive, and you won't need to keep pressing the joystick in one direction to move, it just takes a little time (as in the real thing), so have a little patience or you'll end up crash landing! Another thing to note is that once you have set the angle of your turn, this angle then remains until you alter it. So once you're banking at, say, thirty-five degrees, you will continue to do so until you change the angle.

### COMMANDS

- F1 Loads rocket into bay one. Press again to arm it.
- F2 Loads rocket into bay two. Press again to arm it.
- F3 Loads rocket into bay three. Press again to arm it.
- F4 Loads rocket into bay four. Press again to arm it.
- F5 Arms the 120 CO2 machine gun (combat mission only).
- F6 Not used.
- F7 Powers on board computer.
- F8 Starts engine.
- F9 Engages rotor clutch. It is not advisable to engage rotor clutches until the engine exceeds 1200 RPM.
- F10 Cuts the engine power.
- Left Amiga key - Fire rockets
- Right Amiga key - Fire machine gun





This issue we've pulled out all the stops and have got a complete game for you to play, courtesy of Electronic Zoo. Super Huey was a hit several years ago and now you too can enjoy this exciting chopper sim. Watch out for more complete games on upcoming disks!



## COMPUTER COMMANDS

Enter at least the first three letters of the command. Make corrections with the DEL key. Press return after each command.

**Abort** - End current mission.

**Auto** - Set automatic course correction. When prompted by SET enter compass heading. Auto only works when there is no manual control input.

**Climade** - Displays current climate conditions including temperature, humidity, and barometric readings.

**Distance** - Displays line of sight distance from take off point.

**Heading** - Drop a homing device that transmits directional signal to the navigation computer.

**Mission** - selects new mission, then enter School for the training mission, Explore for the exploration mission, Combat for the air battle and Rescue for the rescue mission.

**Power** - Turn on power.

**Send** - Send coordinates when landing or during emergency.

**NDR** - Activates VHF range reception for navigation.

**VSI** - Display digital vertical speed reading.

**XXX** - Cancel previous command input.

## THE MISSIONS

### Flight Instruction

The computer will guide you in the basic take off, maneuvering and landing procedure.

### Exploration

The essential task of this mission is to map the terrain that surrounds your base. Mapping can be a very long and involved process that is probably best done in stages. The area to be explored is quite large, and contains many features. Map within a five mile radius.

### Rescue

Military personnel are stranded. They are transmitting from a homing device whose heading will register on your rescue display. But since your briefing only indicates that the general location of the party is unknown, careful ground covering and search techniques must be employed. At an elevation that permits visual detection of the ground party, select a quadrant and establish a search pattern that allows for the transmission range of the device - five to ten miles. When you've located the party land and they'll board. Then return to base a hero.

### Air Battle

Based in a desert you have to do battle with an unidentified enemy. Your helicopter carries heavily loaded and top thousand cannon rounds, with which you have to face an enemy force of thirty-two helicopters.

## AMIGA DISK HOTLINE

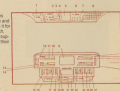
CU Amiga now have a coverdisk hotline, so if you have any technical enquiries about your coverdisk please ring PG Wise on 0443 693203 between 10.30am and 12.30pm. If your disk is faulty, please send it to PG Wise and they will replace it for you. Their address is: PG Wise Ltd, Unit 3, Mariner Industrial Park, Penrhyndeath, Merthyr Tydfil, Mid Glamorgan, CF46 4DR. A big thanks to Electronic Zoo for supplying us with this game. For players hints on Super Huey or details of any of their new releases, please ring Electronic Zoo on 0453 887808.



## IN THE COCKPIT

A Quick Guide To What's What And How To Use It...

1. Radio Frequency (incoming).
2. Homing Device Heading.
3. Navigation Heading.
4. Rescue Device Heading.
5. Navigation Monitor Screen.
6. Machine Gun Arming Indicator.
7. Rockets Loaded Indicator.
8. Systems Status Indicator Lights.
9. On-board Computer CRT.
10. Engine RPM Digital Read-Out.
11. Engine RPM Needle Gauge.
12. Manifold Pressure Gauge.
13. Petrol RPM Digital Read-Out.
14. Petrol RPM Needle Gauge.
15. Fuel Gauge.
16. Oil Pressure Gauge.
17. Engine Temperature Gauge.
18. Wind Direction Gauge.
19. Collective Pitch Gauge.
20. Artificial Horizon.
21. Compass Heading.
22. Automatic Course Heading Set.
23. Anti-Torque Gauge.
24. Annometer.
25. Exhaust Head Temperature.
26. Air Speed Gauge.
27. Engine Temperature Gauge.
28. Speedometer Needle Gauge.
29. Speedometer Digital Read-Out.
30. Ground Proximity Gauge.
31. Altimeter Needle Gauge.
32. Altimeter Digital Read-Out.
33. Multifunction Indicator Lights.





# first impressions

This month's peek into our crystal ball reveals a mixed bag of original and licensed product...



## SUPER MONACO GRAND PRIX

**RACE** game converted from Sega coin-op for U.S. Gold.

**GAMEPLAY:** Already a massive hit in the arcades and on the Megadrive, Super Monaco Grand Prix is due to arrive on the Amiga from U.S. Gold in March. Converted by Probe, the game is a multi-stage race, with you in the driving seat of a powerful formula one car. The basic idea of the game is to race through various famous courses and reach a check point within an ever decreasing time limit. Failure results in a premature ending to the game and the loss of one of your credits, what success means that you may continue on to the next tougher stage. There are two styles of race to partake in: a training mode which allows you to familiarise yourself with the track and the car's controls (the vehicle can be guided using the mouse or a joystick, with the freetuition changing between the points) and the full game which sets you against a number of computer-controlled cars, all of which vary in intelligence. As you zoom

through the zones, the tracks get harder to negotiate and win. In addition, should your car accidentally leave the track and hit a road-side object or another car, your car will suffer a set amount of damage, and if this reaches a critical stage it will eventually explode, putting you out of the race for good.

### ANY QUESTIONS?

Providing Probe can keep up the speed we have seen in the early demo, U.S. Gold should be on to a winner. However, there is still a lot to be added, so the end result may be a little slower.

**PLUS POINTS:** As mentioned, the demo we saw is extremely fast, and it also looks extremely close to the

original coin-op. The screen update is fast and smooth,



with plenty of roadside attraction and detailed backdrops. The road scrolls smoothly, and the opposition cars, although basic, are nicely detailed.

### FIRST IMPRESSIONS:

Gold races on the Amiga are low and far between, but Probe's conversion looks set to become a winner. The only competition comes from Super Hang-On and Turbo Outrun, as this could corner the market if the speed remains intact.



cars, all of which vary in intelligence. As you zoom







# GAUNTLET III

**UPDATED** version of the classic Atari coin-op, (revised) and designed by Software Creations for U.S. Gold.

**GAMEPLAY:** Basically, Gauntlet III takes the Gauntlet theme of two players battling through hordes of demonic creatures in a search for bonus-giving treasures, but adds a new angle to it—literally! Although the title makes the game sound as if it is played in first-person perspective (ie, through the eyes of the character you control,

the actual screen display takes the plan view of the first two games, and this, it slightly, displaying the action in ultimate-escape far-out perspective. All the usual ghosts, monsters, and goodies are still present—as is the dark-cloaked Death

—but programmers, Software Creations (the team behind the brilliant Ghost'n Goblins conversion), have improved on the graphics, making them notably more detailed, adding houses, rivers, and other obstacles, none of which have appeared in the series before. Unlike Gauntlet II, the game can only be played by two people (due to the limitations enforced by the scrolling system), but there are still four characters to choose from, each of whom boasts superior powers in one form or another.

**ANY QUESTIONS?** So far, Software Creations have produced a very impressive-looking game. However, the version we've seen still has a long way to go before its March release, and the full quats of enemy sprites and land-based features hadn't been added. If it slows down too much, it'll lose a lot of playability, so a happy medium between

lots of on-screen activity whilst keeping the attractive graphics must be struck. In addition, The first two games did tend to get a little repetitive, so Software Creations may have to add one or two new features without detracting from the original ideas too much.



**PLUS POINTS:** The game is extremely attractive to look at, and the scrolling takes us some of the smoothest I have seen for a long time. In addition, the new perspective looks surprisingly well, and allows you to see more of what's coming earlier.

**FIRST IMPRESSIONS:** It's a little disappointing that the game isn't a true 3D version, with the player running through a maze in a manner similar to, say, Corporation, but I suppose the game would be unbelievably slow if this system was used. However, despite the usual Gauntlet lack of variety, this could be an interesting and very playable update to an old favourite.

# HUNTER

**NOVEL 3D** exploration romp from Activision.

The name Paul Holmes is relatively new to the Amiga scene, but you may remember him for his first Amiga title, Digital Magic's disappointing Descent Paria. As soon as Paul had finished work on Paria, he began work on a new 3D system with blunder supreme Jason Kingsley on the graphics, and the end result is Hunter—a massive arcade-cum-strategy romp which almost defies description. Looking like a cross between Conqueror and Battle Command, Hunter places you

in the army boots of a lone soldier who has been sent to overthrow an island run by a mad general. Split into three distinctive sub-games, Hunter features arcade and strategy sections which should appeal to most game players, but the basic task of the game is to undertake a number of sabotage missions and eventually assassinate the general. The game takes place within a number of small islands which have to be traversed using whatever vehicles and weaponry you can find. In addition to the piloting of helicopters, tanks and jeeps, you must also locate and base with spies, who will pass you valuable information on the general's weak spots.

**ANY QUESTIONS?** One of the best things about Hunter is its variety. The 3D works



extremely well and it is obvious that a lot of effort has gone into it during the eight months Paul has been working on it. There's still a bit of teasing to go, but expect a review next month.

**PLUS POINTS:** The speed of the 3D will ensure that the game plays as well as any arcade game, and the nice addition of tactical and shoot 'em up games is a bonus. In addition, there is a wide range of weaponry and devices to use—all of which play a part in the evil despot's downfall.

**FIRST IMPRESSIONS:** A nice looking game. Hunter's business will depend on its depth. From what we have seen there is plenty to see and do, but once the exploration has been completed, just how meaty will the mission be? Granted, there are twists to explore on, but the variety remains to be seen.





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# first impressions



You begin your quest in the airport, and must fight your way to the shuttle bay.

## SHADOW DANCER

**MORE NINJA** action in U.S. Gold and Image's conversion of the Sega coin-op.

**GAMEPLAY:** The official follow-up to *Shinobi*, *Shadow Dancer* is a beast (as far as it goes) over fifteen levels. A terrorist organisation is planning to blow up a space shuttle, killing its many passengers. The FBI have got wind of the plan and you have been sent as the only

man who can thwart the plan—well, you and your dog, actually! The white-clad Ninja you control is armed with the usual array of moves, along with an infinite supply of throwing stars, but further protection comes in the shape of your loyal dog who can be sent to attack the evil terrorists. What follows is four missions, each of three or four stages, which involve collecting and defusing the planted bombs. The



One of Andy's early searches.

action scrolls in eight directions to follow the action, and the terrorists are replaced by a larger guardian at the end of each stage.

Your journey takes you through the airport and into the crocodile-infested swamp, until you eventually make it to where the shuttle is set to depart from. As mentioned, you can off the many assassins by using your supply of stars, but should they get too close you automatically whip out a sword to kill them. Likewise, pulling down on the joystick whilst pressing fire sends your dog into action, although if he takes too many hits, he starts to shrink and his effectiveness is reduced. Finally, you are armed with ninja magic which comes in the shape of the starfish, whitebirds, and rascal snails which is used like a smart bomb.

**ANY QUESTIONS?** Outside the conversion are images, and they're confident that they can recreate the coin-op perfectly. The game is being written primarily on the ST, but the Amiga version will have a few additions which the ST couldn't fit in—the impressive intro scenes, for instance. Images reckon that the conversion is relatively

straightforward, and so far the only things missing are the original's parallax scrolling and the aforementioned intro scenes.

**PLUS POINTS:** This conversion does look very close indeed, with the team making a definite effort to capture the coin-op's 'look'. The addition of the dog to the fighting action adds a nice variety, and important features, such as the scrolling and backgrounds are smooth and well-taken.

**FIRST IMPRESSIONS:** The main

problem with the original coin-up is that it was a little repetitive. Despite its many missions, the action is effectively the same each time, although the bonus stage where ninjas jump down towards you does break things up nicely. That said, this conversion is so close as you are likely to get, and fans of the original should be more than pleased.

When recreating the series, Andy Pang and Co. had only a video recording to work from.

They recorded many, many using DDP's test studio on an ST, before porting it and recreating them on the Amiga.



Your dog is sent into action by pulling down on the joystick and pressing fire, but its usefulness is limited.



The hardest part of the conversion was deciding what they could feasibly fit in. Early in the game's development it became apparent that the intro-level scenarios had to go, along with the original's parallax scrolling.





# first impressions



The legless scene of the larger enemy, our hero can dig through the ground.



Scattered throughout the area are small objects which contain bonuses.

## THE FIRST SAMURAI

**VIVID** Image return with a rival to System 3's *Last Ninja* courtesy of Microsoft.



Mew Dinc, chosen for name to parody "The Last Ninja".

**GAMEPLAY:** Set in the Japan of 2023, an evil Demon King is the total master of all he surveys. Using his magical powers, he has robbed the land with mutations and robots, and these ensure that there are no attempts to overthrow his rule.

Killing off the peoples' spirit is an impossible feat, though, and a last-ditch attempt at freedom is about to be dispatched. Armed with a magical sword and whatever can be collected along the way, you are the titular First Samurai. Set over four massive levels of eight-way-scrolling action, *The First Samurai* is a hybrid of *Alien*, *Tiger* and countless other fighting games. Programmed by Rafi Cecco, with the rest of the team of Mew Dinc, John Twiddy, Doki, Nick Goodman, and Teoman Innak. Twowing in assorted ideas and coding, the game

has been in development for just three months (and already the game is looking good). Using a home-grown mapping system, Vivid are placing *Samurai* together like a jigsaw, with Cecco performing the actual coding, and the rest mainly in graphics. Their system allows them to code the basics, such as scrolling and the like, and then add the whereabouts of the enemy characters and various landscape details. Thus, this saves them a lot of time, allowing them to concentrate on designing the rest of the game's graphics. Each of the four levels will be split into four sub-levels, and these levels must be traversed until you reach the end. The aforementioned warriors are out to stop you, though, so using your magic sword or whatever weapon you see carrying you must stay them off and continue with your journey.

Your character's life force is determined by two bars: one detailing physical health, and the other his magic strength. Providing that his magical powers stay at a certain level, our hero can use his magic sword. However, if your energy is fully depleted, it will be temporarily

tipped up at the expense of your magical prowess.

**PLUS POINTS:** The first thing that strikes you about the game are the superb graphics. Typically of Vivid Image, the sprites are superb and the backgrounds even better. Each sprite boasts a hell of a lot of animation, and to ensure that the *Samurai* moves realistically, each part of it is drawn separately and added to make up a complete body. Likewise, Rafi Cecco has gone completely ape with a sampler, so the game is supported with several four samplers taken straight from assorted martial arts films. These will be kept in, and for 1MBG owners, they will be able to enjoy almost twice as many as their unexpanded friends.

**ANY QUESTIONS?** The game is going to be big, but variety is almost guaranteed thanks to the addition of a number of sub-games. These will totally differ from the basic hacking theme, and here is confident that they will be extremely playable in their own right.

**FIRST IMPRESSIONS:** Although the game isn't due for release from Microsoft until September, already *The First Samurai* is looking superb. There is so much in the game, and plenty of memory left to add even more. The main sprite is brilliant and control over his many actions is a doddle — he can even turn in mid-jump! Coupled with some addictive beat 'em up action and a sprawling map, this is definitely one to watch.



The enemy attack in groups of five or six, but can be bested by their death by tempting them towards a ledge.



The screens are drawn using both traditional Japanese art-forms and futuristic devices which reflect the CEEDAC setting of the game.





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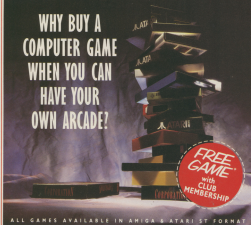
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<sup>a</sup> *Phragmites australis* (Rostk. Schmidt) Trin. & Houtt.

100



# SCREEN SCENE

Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists.

**SOUND** Four channel sampled stereo rock on a Black, White and Machine drum track? The higher the rating the higher you rate the volume.

**GRAPHICS** Not just overall prettiness, but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high marks.

**PLAYABILITY** This rating tells you into how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting stress.

**LASTABILITY** Spoofs for itself. The higher the rating the longer you'll be loading it up. This is closely with the playability rating

**OVERALL** The most important of the lot. And here's CU's rough-guide to ratings:-

0-20%  
30-39%  
40-49%  
50-59%

Mean, this stinks. Phew, avoid. Below par. Worth checking out if you're a fan of the game style.

Above average, but with a lot of room for improvement.

Good but flawed. Scored low.

Recommended. Super Star, our highest accolade. Must not be missed.

## AMIGA SPEC

Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and it has really got that a game is pushing the boundaries of the machine we'll tell you how and why. Each and every Amiga spec will be tailored to the review. Some of the ratings are objective — eg number of colour options, levels etc; others, such as an assessment of the scrolling speed, are based upon the considered opinion of the CU Amiga team. All such subjective ratings are marked out of five.

## AMIGA SPEC

MEMORY REQUIRED	448K
SCROLL SPEED	5
COLLISION DETECTION	4
COLOURS ON SCREEN	32
LEVELS	48
DIFFICULTY LEVEL	5
HOURS TO COMPLETE	87
NUMBER OF PLAYERS	2/4
GRAPHICS STYLE	SOME
FX/ACLS SYNTHESISED	
SOUND - COM-OP SAMPLES	



Wooty that panel and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.



The CU Screen Star is for games scoring 80%-90%. It's a Screen Star is awarded when you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.

## NEW TO CU

A couple of new faces join CU Amiga this month, as the magazine strengthens its position as the top games mag for the Amiga.

### STEVE MERRITT

If you've heard the name before, it's not surprising. Up until two months ago Steve was the Editor of Amiga Action, a rival mag. He's now taken the error of his ways and joined the staff of CU Amiga. He brings with him over four years of Amiga gaming experience to complement an already strong team of pyrotech jokers. Steve will be in charge of our news section and will help compile our cover data, as well as writing reviews and features.

### PIONA READING

Another new face is Piona Reading who joins us as our Editorial Researcher. She'll be handling features and writing all those little information boxes that appear in our reviews.







Once more a brave hero is called upon to right wrongs and slay vile creatures in the name of justice. This time an evil demon threatens a peaceful land. Only one fairy can stop this dark force, only one person can rescue this fairy from the demon. It's down to you and your faithful joystick.

# WRATH OF THE DEMON

**A**s is increasingly popular on arcade adventures, *Wrath of the Demon* features an extended intro sequence. This tells the story of how your character became involved in his quest and uses some excellent audio and visual effects that rivals anything Progress can do.

Depending on the version your character will either fight with a sword or his fists. Like most unwilling heroes he has no special powers and is often outmatched by some of the larger demons. Fortunately, there are lots of hidden potions which, once found, help give you a fighting chance. A heal potion will cure wounds, a rapier can pierce through all the weaker demons on screen, and the magic potion will temporarily increase your strength.

As you make your gallivanting way forward on a long back, black, rocky, volcanic and arid plain the road and scenery will vary in these different enemy zones. The first zone is a dark forest by the sea, the second is a rocky stretch of land, and the third is a desert. As you defeat more demons you are rewarded with treasure and a few magical potions and can be



quickly dispatched by a sharp right hook. Persons occasionally surface on the road, requiring a bit of maneuvering to collect them. The horse is animated exception-

ally well and with nearly 1500 levels of parallel scrolling, this is a very attractive section.

The real violence starts on level 2. While you're resting a couple of goblins jump out from

a bush, looking for a fight. One stands at the far side of the screen chocking rocks and knives at you while the other draws his sword and sets about hacking at your knee caps. This





# SCREEN SCENE



The blue dragon isn't particularly damaging, it's just that he can take a bit of a beating. It's wise to enter this screen with a healing potion.



This character guards the treasure, and is the first major challenge. Backing him into a corner is the best tactic.



The skeleton is one of the toughest creatures in the game. Approach with caution, and keep your finger near the potion buttons.



Game over. Your quest's ended. The demon has laid waste to the land. Time for another go.

is probably the most impressive section with just one screen and a very small enemy spots.

Next is the famous blue dragon, guardian of the caves. He's an impressive size and extremely well animated, making up for a rather poor previous section. It takes quite a few hits to dispatch him, as well as a healing potion. On the final hit he groans, shrinks to ankle height, and runs off.

The game changes on the following section to a fast, easy

horizontal scroller. This bit is almost impossible to complete without an extra healing potion. Active far left of the level is a key. Between it and you are minor demons, who take a few punches and scud off, larger demons who take quite a few hits before they die and a variety of Motes, flame jets and spiky yellow things which shoot out of the ground without any notice, knocking off energy points. It's these ground-based hazards which cause the most

## AMIGA SPEC

MEMORY REQUIRED	512K - 1MB
COLOURS ON SCREEN	30
DIFFICULTY LEVEL	3/10
DEVELOPMENT TIME	18 MONTHS
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regulating the stepping stones requires the use of all three lengths of jumps, one takes more and the Ninja buys it.

After the door's been cleared it's on to the palace gardens, where members of the Shogun's imperial guard lie in wait.



The door could lead inside the palace. Then again it could lead into a trap.



The Dungeons contain rats, skeletons and vampires. And not all of them are dead.



# NINJA REMIX



Innovation is important for a game to become a classic. But what was innovative four years ago certainly isn't for now. 1987 saw the release of *The Last Ninja*, a landmark computer game. But now, almost four years later the question to ask is has it stood the test of time?

Yes and no is the noncommittal, but appropriate, answer. Yes in that the concept has yet to be successfully repeated, and no in that there's more than a few people have played the original game to death.

Although *Ninja Remix* isn't a copy of the original *Ninja* game, the design, and some of the ideas have been duplicated. For a start the play area is a system of paths, as in the original, which run through the background. This may sound restrictive, but there's more than adequate room to move. Some of the levels do look very similar to those in the '87 version. I suppose that's why it's a *Remix*, not *Ninja 3*.

The quality of the graphics is excellent throughout. Each level employs an individual style. Enemy Ninjas are top

**PREDECESSORS** *Ninja Remix* could be called *Last Ninja 3.5*. The original *Last Ninja* conversion was developed for the Amiga, though ultimately never appeared. *Ninja 3* did show

up, programmed by Activision instead of System 3, but it wasn't a hit with the critics.

Subsequently, System 3 have released *Remix* to redress the balance, taking ideas from its two predecessors as well as new concepts, and showing the public how a *ninja* game should be produced.

Following hot on it's heels is the effort of *Ninja 3*

which should show up some time in the new year.



enough, and varied designs provide a constant stream of new opponents. On the early stages they're content with running at you with swords drawn, but as the game progresses, they get smarter, waiting for you to make a move before they attack.

A rather large status window runs round the bottom and right hand side of the play area and displays your *Ninja*'s energy, what weapons and objects he's carrying, and the status of any jail guys on screen.

A suitably oriental sound-tracks accompany each level, nothing spectacularly technical, but well written and atmospheric enhancing.

The object is to pass through six levels, the wasteland, mountains, gardens, dungeons, palace and, finally the imperial court - where the mystery lies. *Ninja* scrolls are kept. Guarding the scrolls is an veritable army of nasty Ninjas, leading up to their grand master, who has to be destroyed on the final screen.

Level one kicks off with the *Ninja* standing alone and unarmed in the wasteland.



# SCREEN SCENE

CU  
SCREEN  
STAR

**WEAPONS AND ARMOUR** Although your ninja is proficient in unarmed combat, he won't get very far without the aid of weapons. The sword is the first weapon you come across, lying near the start screen. Like most Japanese swords the blade is long, thin and incredibly sharp. Next is the powerful muschaku which is formed from two short poles attached by a chain, a devastating weapon which was popularised by Bruce Lee. The most damaging weapon is the bo, a two metre hardwood staff which allows the user to attack at long range. Throwing stars can be found and used to destroy opponents before they come into striking range. Smoke bombs also feature. When thrown at an opponent they render them unconscious for thirty seconds.

For their defence, the bad guys are armed with weapons similar to yours, plus armour. Traditional Samurai armour was designed to give maximum protection with ease of use. Most of the highly decorative Japanese armour which survives was intended for presentation rather than practical use.



Praying to Buddha isn't just good for your karma. If you're stuck a guide light will shine and tell you what's to be done next.



There's no way you can pass this dragon unprotected. You need to turn around and look out a little bit of extra help. If you don't, however, all Ninja's on the menu.



The Ninja doubles up after a nasty park in the sky then a sword.



It's worth searching the potter, help comes in many forms.



This Samurai isn't just for decoration, don't stray too close.



Taking a peek through the telescope won't help your cause.

This is an ideal time to practice controlling him. Rotating the joystick turns the Ninja around, pull in one direction and he'll follow it. Three types of jump can be accessed with the fire button and diagonals. The Ninja automatically switches to combat mode when facing an opponent, giving the player four attacking moves, jab, kick, high kick and a block. Obviously the attack differs slightly depending on the weapon used. Damage also varies depending on the method used.

The longer you leave, a guard without engaging in combat the tougher he becomes. Too. It shows the enemy's energy bar in the top right of the display panel which steadily increases until it reaches maximum, or combat starts. It pays to move fast.

Apart from gratuitous amounts of violence, there's no heavy on puzzles. Level one ends with an indestructible dragon blocking the exit, here you need to work out what to use anywhere. The puzzles follow the standard use object to pass problem idea, hardly ground breaking.

However, the puzzles are worked in such a way as to complement the decade feel of the game, striking a good balance between thinking and reflex.

Twentyfivequid may seem heavy handed for a four year old title, and indeed it is if you owned the original. The package contains four disks, one for the intro (which can be bypassed) and six levels of game (named on the other three). Definitely recommended for new gamers to the Ninja games, for those with experience of the original see Ninja they might find this lacking.

Mark Patterson

## SYSTEM 3 £24.95

Excellent conversion of a classic beat 'em up

GRAPHICS	83%
SOUND	84%
LASTABILITY	81%
PLAYABILITY	84%

OVERALL 85%



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## SCREEN SCENE



# ANDRE PANZA'S KICK BOXING

**A**s contact sports go, Kick Boxing is definitely one of the most violent. A cross between traditional boxing and karate, it's origins lie in Thailand, though the sport is now dominated by weapons.

USC's kick boxing sim (programmed by Futaba in France) is endorsed by Andre Panza, the current world champion (who is also Panza). Panza is also listed as receiving technical advice, so presumably his moves should be considered the real thing.

Like many games of this type, the ultimate objective is to defeat the "Champion" and take his title. You start last but in the nine bouts is the game and have to work your way up the rankings until you're ready to face Andre.

Your boxer has three ratings: Strength, which dictates how much damage you inflict on an opponent; Stamina, which determines how much damage you take from a blow; and Reflex, your boxer's speed. It helps to have ratings at least equal to those of your opponent. Although the computer will win fights where the odds are overwhelming, a significantly stronger opponent will normally beat you, no matter how badly he fights.

Two things can make a one-on-one game—slow and moves. The latter is

catered for extremely well. There are fifty five in total, despite the fact that using a joystick limitations only thirteen can be used during a fight. A custom fight system such as this allows you to alter a boxer to match his opponent; it also prevents the game from becoming repetitive and allows you to create your own style of fighting.

Sadly the game is not as clever when it comes to speed. The boxer often responds sluggishly to commands, especially when you want him to turn round. The overall speed of the game could really be a bit faster too; I've got a hunch that this lethargy might have something to do with MSB being an ST port.

Despite the fact that it's slow, the animation on the boxers is very good, especially when they've been knocked, with over-the-top sprays of spit, and bodies folding in half. It's always more rewarding when someone doubles up in pain after a backhander to the ribs.

Panza Kick Boxing is well presented with just enough variety to keep you going until the next head-to-head combat sim appears. It's shame about the lack of speed, but that shouldn't put you off checking this out.

Mark Patterson



There's always a crowd at a championship bout. The champ has been flattened, but the challenger is desperately low on energy. It doesn't look like he'll recover.

## KICK BOXING

While English boxing is carefully governed by the Marquis of Queensberry rules, Kick boxing is a much looser style made up from several different martial arts. Although kick boxing is similar to Thai boxing they shouldn't be confused. Kick boxer's stand off and concentrate on their leg moves. Thai boxer, however, get in close and grapple with their opponents. Thai boxing was originally developed over a thousand years ago when people fled from China to Thailand to escape Genghis Khan's border, bringing knowledge of the Chinese martial arts with them.



Above: training with the shipping box improves stamina.



Below: The jumping one kick is a devastating move.

## US GOLD £24.95

Fun and accurate. But marred by lack of speed.

GRAPHICS	76%
SOUND	81%
LASTABILITY	79%
PLAYABILITY	84%

**OVERALL 82%**



# OF MICKEY MICE AND

Walt Disney are swapping the mouse with a crush on Minnie for one that plugs into a home computer port. While Dick Tracy on Amiga comes via France, Steven 'Jaws' Spielberg's new flick - a tale of killer spiders - is scuttling close behind. Steve Merrett moves to the insect house, Mark Patterson gets locked in the games room with Tracy. . . and Steve James gets housed at the Moulin Rouge. . .



## DISNEY SOFTWARE

Paris-based gamers, Truss, and French educationalists, Mattus Software, hold the prestigious contract to program software under the Disney name. As Disney explained to *CU Amiga*, choosing French companies to develop their software makes perfect sense promotionally as well as geographically. Movies get shown first in Paris; there's the Euro version of Disney World being built near the city; excellent trade and communication links to the rest of western Europe; and there are large, plush Disney offices along the Champs Elysees that are crammed with Disney memorabilia - including a Duffy Duck chest of drawers - which dignitaries can gawp at.

The set-up differs from Lucasfilm in that - as yet, at least - there are no plans to release original games into the market. Product will be licensed only. Through a mis-

cellary of publishers, the old Disney license has cropped up in the past on home format, but fairly or otherwise, Lucasfilm's success begs the question: why wait this long to set up a label?

These days, the lion's share of the company's profit comes from merchandising. Each deal is subject to careful analysis, and it's only now that Disney feel committed to home formats. Amiga, ST, PC and some 8-bit computer games are the first to be carved. Disney are being tight-lipped about CDTV's development (then who isn't?), but when we spoke to them about a 'specified plant' looked bound for the pipeline.

Disney has been a hard-won contract. Although they are delegating the production of code, obviously they set guidelines, including the controversial decision to make the Tracy game in seven colours. Warren Beatty himself had to

approve the finished version.

There are three strands to the label. Nathan software will predominantly deal with animation and educational packages (games with a paediatrically element and a strong learning bias), whereas Truss will be entertainment only. Disney could be the brand name association to end them all, and all three strands should benefit from the clout.

## DISNEY ANIMATION STUDIO

This package, as the theory goes, will let you draw and C, while the computer redraws A and B. *CU Amiga* puts the theory to the test. . .

Who better to release a computer animation package than the masters of *unmugged* features, Disney? Coming from such a pedigree stable, you'd expect something a little out of the ordinary, and with DAS, you won't be disap-



Prime Face, Mumbles and the rest of the mob in Disney's Dick Tracy were a cast of - supposedly - top ex-courtesy star performers such as James Caan, Al Pacino and Dustin Hoffman. . . .







# TEN FOOT SPIDERS...

A demo screen from SAS, Disney Software's first animation package for the Amiga enthusiast. ....



With the flexibility that comes with the Disney name, you'd expect them to produce a neat, little package like this Animation Studio. It's best feature is the so-called 'onion skin' option. As you create new cells, the previous ones are overlaid to show you how your sprite animates. The Disney Animation Studio should appeal to professional and amateur alike. You can catch a glimpse of it in action on a PC game currently doing the rounds. ....

pointed.

DAS describes itself as 'an easy-to-use animation program for anyone who is interested in learning about animation'. However, the rather high price of £290 seems to point it more toward the professional market. So which is it, beginner's tool or professional utility?

Actually, both. Though deceptively simple on first usage, DAS slowly evolves to

display all manner of powerful weapons in its armory, such as instant checks on how your animation is coming along, full use of the Amiga's palette and a full import system, allowing you to pull in pictures and animation files from other programs, such as Deluxe Paint II.

Creating animations couldn't be simpler. Rather than create masterpieces from the word go, you begin by

'roughing' your artwork, sketching each sheet on cel, in black and white. The key to this section, and the solid basis for the entire animation process, is the 'onion skin' style of overlaid pages. As you create new cells, the previous three are faintly displayed as an animation guideline. This makes the production of your computer cartoons infinitely easier, as well as helping you towards a more polished and profes-

sional end result.

However, does ease of use and exceptional design really warrant the high price tag? I can't really say yes, as—aside from the excellent 'onion skin' facility—it does basically the same job as Deluxe Paint II in terms of animation, but falls a bit short on the computer art side. An excellent product nevertheless, only marred by overpricing.

Tony Dillon

## ANIMAL QUACKERS

Killed as entertainment, Duck Tales II, in fact, is a strategy game on the Disney label. Scrooge McDuck, the villain of the piece, is a greedy and cunning—but nonetheless lovable—entrepreneur whose activities the player regulates.

Scrooge can access his fortune by a) sly diving into a pile of money in a single arcade sequence, b) by operating in stocks and shares (this bit calls for the use of one's nodding, or c) by collecting an area of the world to exploit, piloting an airplane to the location, and then sending Huey, Dewey and Louie on various increasingly tricky missions to bring back the goodies.

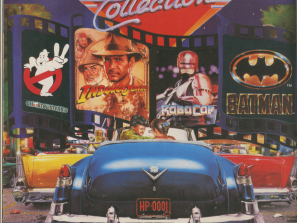


Scrooge, Mr. McDuck, but it will take 8 days to fix the plane.



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# ARACHNOPHOBIA

## -THE ULTIMATE FEAR?

Steve Merrett takes a behind-the-scenes look at *Arachnophobia*, the not so insy winxy FX film and the next Disney movie coming to a monitor near you. . .

"Two tangs, eight legs, and an attitude". That was the cover line for the latest film to arrive from the talented combination of Spielberg and Disney. Harking back to the days of the attacking ants and rabid rabbits of countless 50's B-movies, *Arachnophobia* is an updated version of all these old creature features that we all know and love. Starring Jeff Daniels and Julian Sands, the film follows all the old plot solutions of a mutant strain of creature sneaking up on a sleepy American town and ter-

miny is gradually being reduced, sparing the locals to search for the force behind the unprovoked attack.

### SETTING UP

The driving force behind the film is Frank Marshall, who is an old hand within the Spielberg camp, and was previously Executive Producer on the Indiana Jones and Back To The Future series, and the two Gremlins films. At first, he didn't particularly want a hand in the film's direction but the 50's-style theme and scenario of *Arachnophobia* appealed to him and it was one of the few scripts he felt he could do real justice to. However, with a script that necessitated no less than seven-hundred spiders, numerous FX-oriented deaths, and a massive mutated spider as its chief nasty, Marshall realised he would have a tough task ahead of him. To ease this problem, he called in the help of FX genius Chris Walas, whose previous work includes *The Fly* and its sequel and, more recently, *Reboop* II.

After storyboarding and script revisions, filming started with a twelve day shoot in the South American rain forests. Franks had used the location before during the filming of *Always*, and during that production he had casually noted that if he was ever to be bitten

by a poisonous spider that for real would be the place. With this in mind, he had already found his last location. The spiders shot in the forests are when the lot of the spiders is accidentally covered by a couple of explosives, unwittingly releasing the deadly residents in the process. After a couple of lusty deaths, the spiders cordoned their reluctant march straight into the lives of Mr. Daniels and his fellow villagers where an altogether better chance to slay out the creeping arachnids.

### BIG BOB AND CO

Marshall's main objective was to scare, and to do this it was essential that the all-important spiders were realistic. However, using real spiders involved difficult handling and unreliable stars (who fell asleep at inopportune moments during filming), so Chris Walas and his thirty-man crew started to prepare a handful of dolls controlled remotely. This threw up two problems: first of all, Walas had less than half an inch to

squeeze in, more wiring than was needed to control another of his creations, *Gremlins* (the *Mogwai* in *Gremlins*, and secondly, the spiders' walk had to be totally realistic. The wiring problem was solved relatively easily, and the walking was also resolved using a wire-based system which got the principle stand rolling around almost perfectly. One that run was cracked. Walas then had to make up less than forty versions of 'Big Bob' the massive spider who ultimately controls the others, along with a selection of spider-based wigs, and a few stinging coopers.

Some scenes, however, required the actor and real spiders in the same shot, and Marshall refused to mess around with point-of-view shots as seen through the spider's eyes as he wanted the film to give anyone watching the shivers so that they could imagine that they were in the same situation - and some of the lightened looks are so effective you'll see in the film, are because the actors really didn't like their hairy co-stars!

### 'NEW' FANTASIA

Possibly the greatest full length animation ever, *Fantasia*, is due to be re-released in 1995.

Although fifty years old, the movie ranks in terms of sheer technical accomplishment and imagination.

A series of selected sequences set to classical music, the 'new' *Fantasia* has been re-mastered from the best stock available worlds. Anyone who appreciates the art of animation might not be able to miss this one.



rying its inhabitants. As the film's hero (played by Daniels) searches for the root of the problem, trouble appears in the form of over-the-top government officials. Meanwhile, whilst all this is going on, the populace of the small commu-

For certain scenes, real spiders couldn't be used so Walas's wire-guided arachnids were used. The 'stunt spiders' caused more than a few problems, though, due to the complex wiring made. In addition, getting them to walk like the real thing caused more than a few headaches.









# DICK TRACY

Like *Good Morning Vietnam*, *Dick Tracy* was one of those Disney films released through its 'maturer' offspring, Touchstone Pictures. The game marks the debut for Disney on an own-name label. Mark Patterson looks at program number one...

*Dick Tracy* the movie was an accurate and clever adaptation of Chester Gould's classic comic strip. The game couldn't be more different. Gone is the kind, sensitive, intelligent Dick of the comics and movies; in it's

yellow-coated hero starts his arresting mission on the left side of the screen and has to cut his way through enemy tanks to reach on the right side, and a flick-screen system is used to depict the levels. Unfortunately, though, the favourite fallback for the bad guys seems to be in each screen's border - an area which allows them to shoot you, without you being able to retaliate. Likewise, if Dick is standing too close to a character when he fires, his gun will shoot past them, even though they can still zap your energy.

Every time Dick is shot you temporarily lose control as he recoils. Your energy is subsequently reduced and when this expires it's 'game over'. However, one of the game's biggest faults is that avoiding the enemy bullets is a very hit and miss affair, and this means that skill isn't needed to complete the game; only luck. I can appreciate that the programmers were trying to keep the seven colour style of the film, but the Amstrad-style colours used are just too gaudy and give the game a bland appearance.

place is a trigger-happy yellow coated RoboCop whose only aim is to shoot anyone who gets in his way - in fact, the cop-out gameplay is that simple, robotically scrolling shoot 'em up could have been used for any character, whether it be Robin Hood, Alien, or Superman.

The graphics are as weak and as flat as Dick's objectives. Tracy looks almost passable, until he moves. Utilising four frames of animation every two steps, our



Once Dick reaches the end of the stage, the main criminal awaits him. Repeated shooting brings him to justice, allowing him to cope to come on screen and take him away.



ance. The end-of-level bosses are only recognizable thanks to the addition of a small price at the bottom of the screen. Film-to-me should take keys scenes from the movie: they are based on - as seen in RoboCop II or Batman - and use different game styles to depict the action. Thanks to the lack of this variety and the quality of its graphics, sound, and playability, *Dick Tracy* rates as something of a disappointment for first-time Disney game. There's hope of potential from this stable so let's hope that the next one's better.

*Dick Tracy* can collect two guns - a Gat-45 Special in a Thompson sub-machine gun. AAH the Chicago piano - although the difference is minimal.



## THE PRICE IS RIGHT

In terms of US box office takings, Disney Studios were top of the chart in 1995. Although it failed to do a fortune, Walt's descendants were around \$184 million out of *Dick Tracy* making it the fourth top grosser that year, while the 'Yorikowedy' *Amistad* probably just missed top ten billing but still made a cool \$50 million.

## DISNEY WORLD FRANCE

Across - or should that be between? - of Parisian land are being cleared to make way for Disney's first Euro theme park. Disney World France will give access to millions of 1990ers who don't want to trek out the air fare to the States to see Euffy, Donald and Pinocchio. And just like its American counterparts, the French centre will be packed with theme lands, arenas of the future and no doubt one from the under-10's game, "New materials and systems" and audio-visuals are the cornerstones of the Disney parks, and for a few less francs you'll be treated to some eye-boggling wonders.

And in the meantime, should you be in Paris, why not visit the wonderful City of Science and Industry? You'll find space stations, submarines, a geodesic dome, flight simulators, a twenty foot robot, plus a huge, sound-erecting carbon dioxide bubble that you can play with. True, it's not a Disney creation but it's great fun all the same.

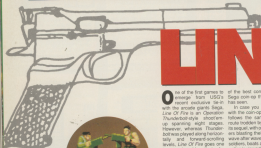






objects as you blast through the levels, extra supplies are often left for you to pick up. Extra bullets, grenades and health can be collected by shooting the packages as they appear.

**Play!** When things start to get too hectic, a well-timed grenade can be thrown. As the simply explosion clears, most of the enemy on the screen at the time of detonation will be killed, and the larger ones weakened.



# LINE

One of the first games to emerge from USD's recent exclusive tie-in with the arcade giant Sega, *Line Of Fire* is an Operation Thunderbolt-style shoot-'em-up spanning eight stages. However, whereas Thunderbolt was played along horizontally and forward-scrolling levels, *Line Of Fire* goes one better and combines the two by allowing the player to turn corners — effectively combining the two — a system that Sega's dedicated sprite handling software could handle with ease, but could hardly imagine that a few problems for the Amiga. Fresh from their success with the Rastapop system, Creative Materials were duly given the unenviable job of recreating *Line Of Fire* — scrolling system and all — and, to their credit, they have produced what must rank as one

of the best conversions of a Sega coin-op that the Amiga has seen.

In case you aren't familiar with the coin-op, *Line Of Fire* follows the same all-action route trodden by *Cop Wolf* and its sequel, with one or two players blasting their way through wave after wave of enemy foot soldiers, tanks and tanks. The action is viewed as through the eyes of the soldiers, with the smooth dual scrolling bringing the massive sprites that make up the gun and missile-toting enemy towards you. A cursor is used to aim your weapon, and is moved around using either the joystick, or the mouse, with the respective buttons of each firing a stream of bullets or lobbing a grenade into the fray. Care should be taken when firing, though, as your ammo supplies are limited to a few clips of bullets and



four heartbeats' extension takes you through enemy-filled camps, and later through the surrounding country, to speed up your journey, you 'hoover' numerous jumps and boosts to take you through the enemy lines. This is detailed on the map which appears between levels, and shows your progress as you battle your way to the swiftest plane to freedom.





ten played in two-player mode, a screen is effectively split horizontally. Thus, any shots that hit me in the left-hand side of the screen will send player one awing, it also came for any that hit in the left-hand side.



### MISSION IMPOSSIBLE

Draming the Line Of Fire coin-up into the Amiga is an impossible feat, so Creative Materials had to decide which aspects of the game were dispensable. The main difference between the two versions are to do with the graphics. They aren't quite as detailed and there are less stopping frames as and when the sprites are changed and updated. In addition, Creative opted for less enemies on screen whole, looking, doesn't affect the gameplay, instead it means that Amiga Line Of Fire can run at a faster rate. The sprites were transferred directly from the coin-up into a piece of screen grabbing hardware and then released. This saved a lot of time and hassle and also made the conversion slightly more accurate than if they had been drawn from scratch - a feat that would have taken months of work.



# Line of FIRE



a handful of grenades, although further supplies can be picked up by shooting the relevant icon as and when they appear on screen. Likewise, medical caches can be collected in the same manner and replace any energy lost due to enemy fire. If, however, your energy reaches zero, one of your five credits will be lost.

The basic scenario of the game is that you and your buddy have succeeded on a

mission to breach the unmanned enemy's defences and have stolen a prototype machinegun. Controlling the two heroes, your aim is to guide them safely back through the eight stages between the enemy base and relative safety, using the liberated gun to defend yourselves. Each of the stages is detailed on a map that appears between levels, and your journey begins with you sprinting through cramped corridors of the enemy base, before engaging the enemy forces as you battle through the treacherous caverns and rivers that must be negotiated. In addition, waiting at the end of each stage is a massive guardian which may take the form of a helicopter or a tank and can only be destroyed by repeated fire or a few grenades.

With the exception of a

reduced number of sprites on screen, Creative have somehow managed to squeeze practically everything from the coin-up into this Amiga version. More importantly, this version seems to have more playability than its arcade parent, and certainly more than Coasters' two Turbo games. Granted, there are a few rough edges to the graphics, but when you consider just how much is in screen and the speed at which it moves, this is more than understandable. In addition, the sound isn't all it could have been, and the explosive effects are a little weak. I do feel that perhaps Line Of Fire's difficulty level should have been tweaked to make it harder, but even so with its a brilliant shoot-'em-up and one that warrants immediate attention.

Steve Merritt

US GOLD £24.95

Reports conversion of a playable coin-up	
GRAPHICS	87%
SOUND	79%
LASTABILITY	76%
PLAYABILITY	90%
<b>OVERALL</b>	<b>85%</b>



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M1 Tank Platoon was released for IBM PC compatible machines in October 1990.

"Microsoft had surely cracked on this one. It's all there, from superb graphics through great attention to detail, to one of the best manuals I've seen in a long time. The competition should watch out, as this one going to take some beating." PC Leisure Spring '91

"I can't easily find M1 Tank Platoon as its developer thoroughly took competitive advantage of it." 48K C&EG Nov '89

"The most high-quality simulation tank war ever was." 148 Am Sim '91



• **Endless variety.** Fight during the day, at night, in snow, mud, rain or desert weather. With thousands of battlefields and millions of situations and you get endless replayability. Decide between single battles or an entire campaign.





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## SCREEN SCENE



The Princess awaits your rescue. Screens like these must entertain fans to keep you updated on the plot. Being as you only have sixty minutes in which to complete the game, it's not a wise idea to hang around watching the pretty pictures.

A map is essential for completing the game, so I'll advise you to have a pencil and paper handy while playing.

# PRINCE Of PERSIA



**I**n *Prince Of Persia* we have an example of the contrasting styles of British and American software. Games programmed in Britain tend to suffer from weak design, often the result of a sprint toward the profit line. Even so-called original products can be retarded, a retask of an ancient game. American software, while not always technically astounding, is often head and shoulders above.

Companies like Broderbund, Sierra, Maxis and Commodore have made names for themselves in Europe, America and Japan, with some titles approaching the million sales mark.

Broderbund first rose to fame on the C64 almost seven years ago with *Karateka*, an interactive karate movie. Since then they've produced titles such as *Wings Of Fury*, *Typhoon*, *Thompson* and *Shuffle-Puck-Club* among others.

*Prince Of Persia* is not much more than an average



Above: Our hero just makes the jump. If he mis-timed it the spikes below would finish him for good.

Below: Combat is easy to master. Just flip your opponent far enough towards your floor rights. Make sure you leave the joystick centered so he shows his sword.



looking arcade adventure. The backgrounds are bland, the main sprite lacks detail, and at first glance it seems a visual non-starter. But it plays and the game takes on a completely different light. The apparently dull main sprite comes to life with some amusing animation. Programmer Jordan Mechner stuck hours of sword fights and human movement to make the characters move as realistically as possible. The effect is incredible.

Your ultimate goal is to rescue your true love, who's been imprisoned in a high tower by her evil father. She's got one hour to decide between flip love for you, or death. This gives the game a time limit and forces you to hurry up.

Apart from the guards there are plenty of other pitfalls to face. The least deadly are clumps of spikes which shoot out of the floor. These are easy to avoid. One of the more novel pitfalls occurs on level four. A mirror appears just before the



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# PRINCE OF PERSIA

and, jumping through is the only way past. As you go through one side your reflection jumps out the other, returning later on in the game to cause you untold trouble.

The control system is simplicity itself. Players unlucky enough to fall into a pit should push a button making their character reach out and try to grab any available ledges. On later levels this is essential as some jumps are too wide to negotiate in a single leap.

Prince of Persia is immensely playable. The game does a lot to the animation and ease of control of the main character. Without this it would be nothing more than a below par platform jaunt. All the elements come together extremely well to form a game which is both playable and enthralling. One of the most interesting games I've seen in long time.

Mark Pattinson

**GAMEPLAY** As the player starts using stage to open the game, the first few levels are an introduction to the mechanics of the game, the latter problems require you to learn how the control system for the character works, how the various puzzles are connected and how to utilize your turbo-charging weapons. There's a useful level skip which lets you try out the first few stages, although this only leaves you with fifteen minutes on the clock.

Later levels require flexibility as well as thought. Most of the time the player needs around opening doors. Slowly an element of urgency is brought in, as doors that screens away start closing, leaving you to sprint at become trapped.



Platforms are tough obstacles. These boys can't be killed by sword alone. Every hit will drive the hero back a step back. Pounce up and either attempt to force his over the edge or be plunged to his death on the floor below.

## SCREEN SCENE

### THREE SECTIONS

The whole game is set over just three sections. The first of these, the dungeons, is pitched just right for the beginner. Guards are easily defeated and the puzzles get progressively tougher as you get better. Next is the sequence set inside the castle. The graphics change to sandstone blocks and columns, the guards tighten up and so do the puzzles. Make liberal use of the pause button before trying to work out the next move. Finally there is the tower. At this stage there's not much time left on the clock, so all of your skills are required to overcome some very tough guards and mind

bending puzzles. Throughout each level you're updated on the progress of the Princess via an effective title graphic sequence. This adds something to the score in game presentation.



Prince of Persia is very easy to play. You only have to worry about your sword when you're facing a bad guy. Jumping is performed by tapping the fire button while running. As you fall, tap the bottom and make your hero reach out and attempt to grab onto a platform.

Level two takes place inside the palace. Here the cause of death is not just because of the spikes, but because of the extremely long fall. Obviously more practice is needed on the jumps.



**HOWARD £24.95**

Smart arcade adventure. Plays better than it looks.

GRAPHICS	83%
SOUND	79%
LASTABILITY	87%
PLAYABILITY	88%

**OVERALL 87%**



# SCREEN SCENE

Leaving their footy boots behind, Arco returns to the computer arena with *Death Trap*, a sprawling arcade/adventure which involves the negotiation of countless (bust-scrolled) rooms. The game's scenario tells of an evil magician by the name of Shunkya, who is the ruler of the domain in which you, as Abi, find yourself. Shunkya became a magician of great power after stealing some magic scrolls and deposing the historical ruler of the land. Harlow hid the scrolls in a series of guarded labyrinths and sealed the fate of the land. Now, as Abi, must find the scrolls and put an end to Shunkya's reign of terror. There are five levels of

Labyrinths which you must work through, each populated with bizarre creatures, wizards and traps. Upon entering the Labyrinth, Abi is armed with a magic/Woodcock's boyscout pen-knife, which is about as deadly as a Woodcock's boy scout, but on killing some of the menacing creatures, he is rewarded with amounts of Red, Green or Blue patterns which can be mixed together to create various spells.

To cast spells, just hit the spacebar and the amount of each potion needed to complete the lowest strength of the highlighted spell, weapon or cure is shown. If you have enough ingredients, to increase the strength of the spell then move the joystick up

the new strength of the spell is displayed in the lightning flash icon. Back at the main screen, the new weapon or spell is now selected and battle can recommence as you fight your way through the level, pulling levers down in various locations in order to gain passage to ever more dangerous locations.

*Death Trap* is a remarkable break from Arco's footballoing heritage. The scrolling is a little jerky, but graphics are clean and well detailed, even down to the tiny, power-draining teeth that leap up and stick to your back, draining potions and energy. Although initially difficult, the game follows a simple pattern: with items, traps and monsters always

appearing in the same place, so that if you lose one of your few lives, you can retrace your steps to the point of your last demise. In all, *Death Trap* comes over as a very disappointing arcade/adventure. Its presentation is far from what we expect these days, with badly-animated sprites and the aforementioned eye-staining scrolling makes positioning far from easy. These niggling faults mean what is already a decidedly average game, and there are far better games of this ilk on the market.

Garth Sumpter



Here's Abi making his way through the first level of the game. Watch out for the spirits which just materialise and always float up. Abi must do soon as you have enough patterns.



# DEATH TRAP



## THE ART OF MAGIK

The earliest examples of spells were found on Egyptian papyrus in the first century. Magical spells and sorcery have been used to defeat enemies, wake the spirits of the dead and to ensure success in love. Witchcraft is thought to come from a Stone-Age religion called Wicca, or 'Craft of the Wise'. Unusual potions include swallowing gold to cure jaundice and a brew of horse dung as a cure-all.

ARCO £24.99

Arco/adventure  
that's

GRAPHICS	66%
SOUND	63%
LASTABILITY	71%
PLAYABILITY	70%

OVERALL 69%



The end of the matter is the spell screen. Use the spacebar to access it at any point in the game and then use the joystick to highlight the particular spell you want. Then the status of red, blue and green potions you need will be shown, with stronger spells needing more ingredients. Pushing the joystick up will increase the amount going into the spell



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This game spans an entire continent, but here is your home town and Head Quarters, below...



Watch day go down and there's a good turn out for the game.

# M.U.D.S.

**A**s sport games go M.U.D.S. is extremely basic. But Rainbow Arts' novel approach has produced a potential classic.

M.U.D.S. is set in a typical Dungeons and Dragons style land: the middle ages with plenty of monsters running round. The main pastime consists of watching M.U.D.S., a violent team sport that's named unlike an Arsenal Vs Man United match, with two teams trying to score in opposing goals while knocking many hell out of each other. Take over as player/manager of a small backwater M.U.D.S. team and aim to become the biggest sensation the sport has ever seen.

M.U.D.S. the sport is a cross between soccer, rugby and American football. A team consists of five players—two in defence, one midfielder and two attackers. Instead of a ball, a small creature called a Plork is used, which is vomited onto the pitch by a larger creature. There is a bucket at either end of the pitch which acts as a goal, into which the Plork must be thrown. Between the goal and the defenders lies a snail infested moat, which can be negotiated by players, but at great risk.

The average team consists of five main players plus six or seven reserves. In turn these are made up from the sixteen different races that inhabit the

land. Each race has it's own plus points and disadvantages. Puzzoos, for instance, are disesteemed with playing in M.U.D.S. teams, even though the hapless creatures are considered to be a delicacy in some parts of the country and likely to be eaten while on tour.

Tackling is performed with fists. Tapping the button once causes a mild tackle, twice and a player will fight until him or his opponent drops. A foul occurs when a player without the Plork is tackled. If the ref isn't looking you can usually get away with this; if you are



You'll find yourself frequently visiting the store marked to replace damaged team members.

Study deals take place in the bar. Apart from picking up tips on how to improve your game, you also get to meet opposition players. If you're feeling flush there's an option that lets you pay off other players. For instance, you might persuade them to play badly, or even join your side. Paying a fight with somebody is also a good way to mess them up before a match. It boosts your players' morale, too.



Peace reigns in the local tavern. Time to cause some trouble, possibly before the opposition, or maybe start a fight.



A hot fight that turns sour can be very costly. Here you're lost a player, not only affecting your tactics but your team's overall morale.



The leader is willing to treat any of your injured players. His results are as impressive as his prices are steep.



# SCREEN SCENE



spotted the offending player is encased in a block of ice for thirty seconds as punishment.

A large part of the game is devoted to the campaign mode, during which you look after your team, buy players, rotate the opposition, and arrange tours. Select a hotel to use as HQ. If you don't finish your team in a hotel they end up milling around the streets getting into trouble. Every team has a slave market where you can purchase fresh players for your squad, or hog off the busy ones.

Banks are on hand to update you on your finances, or lend you a small amount of cash.

If you're particularly skint a loan shark will spot you a couple of grand, although this is risky — if you default on your payments, their collection methods can prove painful. ...

And you're not just limited to one city. *M.U.D.S.* is set across an entire continent. This provides you with plenty of different teams and locations, and stops things from becoming repetitive.

Initially *M.U.D.S.* seems very simplistic, but once you start playing it takes on a style of its own. Not only is it funny and uncomplicated, but incredibly addictive. One of the best games I've played in a long time.

**Mark Pattison**

## M.U.D.S. Gallery of Ghouls



Humans are good all-rounders. Their main drawback is versatility, but its often worth placing one in odd beds.



Ghouls are amazingly fast, but weak. They tend to be exp well but otherwise they'll head on other players.



Blades are also strong and incredibly fast — in other words, naive. Defenders, only surpassed by Ghouls.



If it's speed you want the Babarians are the fastest. Unfortunately, they're the weakest creature in M.U.D.S.

The next tough team to beat. They're the biggest, strongest creatures in the whole of M.U.D.S. The perfect, indestructible defenders.

**IN CONTROL?** There's nothing innovative about the control system. Control whichever Flok is the nearest, or just one team member. Holding the fire button down releases a cursor which is used to place your shot, and releasing the button throws the Flok. The of time this procedure takes often means you're routed before you let go of the Flok, definitely the downside of the game.



It's good for the opposition. The Flok slips into the bucket, but it's still early days.

## RAINBOW ARTS £34.95

Amazingly addictive. Best sports sim in ages.

GRAPHICS	77%
SOUND	75%
LASTABILITY	87%
PLAYABILITY	89%

**OVERALL 87%**







# THE CHRISTMAS GOOD GAMES GUIDE



If you plan to use your computer to escape from the relatives, avoid the repeats on the telly, or just relax over the festive season, you'll be helped by knowing which software is worth your time and money.



*So how do you tell a Christmas "Turkey" from the year's vintage offerings?*



'Tis the season to be jolly...and also the season in which we suffer from access; one Sherry or Mince Pie too many; that smog under the mistletoe with your best friends

ugly little sister; actually enjoying the Christmas number 1 record; and looking pleased as you receive another pair of socks from granny.

Christmas sometimes brings out the worst in people, and often brings out the worst in software, as the shops get clogged with games which are poor fan licence conventions, and reshaped compilations of five year old "classics". Disappointment is often the result for serious software users; Coo-e-dangs, Robotrap TT, Terminal Release, S.L.U.M. Planner; popular for the twelve days of Christmas, but likely to leave you as cold as Boxing Day's Turkey for the rest of the year.

What of the year's vintage offerings? Which games have set the software shelves alight throughout 1990? Which publishers offer you the best of times every month of the year?

## The Proof of the Pudding...



Every computer magazine takes a keen interest in the quality of games

published. Every edition is packed with reviews, comments, and marks out of ten, aimed at making your choice easier. Some magazines cover specific computers, others a range of computers, and some every computer. But they all know one thing: How to spot a great game!

One of the UK's leading magazines, "A.C.E.", keeps a monthly check on the marks scored in all the reviews in all of the magazines, to see which publishers' products are receiving acclaim everywhere. The results make interesting reading.

The graph shows the average review mark scored, from Aug - Dec 1990, in all magazines, for five top publishers. (Source - Ace Stockmarket).

***"The conclusion to be drawn is that MicroProse games provide consistent quality, value, and enjoyment, all year round."***

The clear winners are MicroProse, proving to be the most consistent of the publishers surveyed. A list of average marks received by six of their games (remember this is across all UK mags) are shown above. All the games rank highly.

*Over the page you'll see why...*





# MIDWINTER



Eleven programmers and researchers worked for four man years to produce the masterpiece titled as "The Strategy Game of the Decade".

The reviewers held their breath and then gasped in amazement at what they saw...

"Many games are billed as 'revolutionary', but Midwinter is probably the closest you are going to get to the title. Although the presentation is superb, it is the superb-gameplay that sets it apart from other 'classics'. Although your task is to destroy the evil General Masters, the gameplay allows you to perform the task in whatever manner you deem appropriate. As you put together a strong team with varying skills that actually have a bearing on the game, any method can be used to win Masters. Couple this with four modes of transport, numerous missions, and an involving storyline, you have a game that really does live up to its classification." **ST Action** May 90

Midwinter has convinced me for the first time ever that a game can be really clever and incredibly playable. It's an absolutely phenomenal game and there are no

phenomenal game and there are no reasons not to buy it. Absolutely stunning."

**Zero** March 90

"A landmark in computer entertainment."

**The One** Feb 90



"Undoubtedly set to be a classic." **GVG** March 90

"The most atmospheric, utterly magnificent game I've played, and will play all year." **ZZAP!** April 90

Midwinter tells the story of one island's struggle for survival in a new ice Age. Its Gallup chart history is one of triumph - another Number 1. For one hell of a Cool Yule, pit your wits against Midwinter then. Rainier this Christmas.

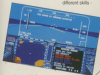
100%	100%	100%	100%	100%	100%
95%	95%	94%	95%	97%	98%

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It's 30 feet wide, 59 feet long and has an almost invisible radar signature. It's the plane that the US Air Force won't talk about - but when MicroProse revealed it to the world, the reviewers split the beams about the F-19 Stealth Fighter...

"Fast smooth and technically sophisticated. The game's major advantage is its tactical scope. The four mission territories, cold war, conventional and limited war situations plus the selection of available options translate into a huge number of different missions - each with its own level of enemies, radar installations and alerted bases to face. Flying is successful operation depends on a variety of different skills -



radar negotiation, bombing accuracy, air-to-air improvisation and plane handling skills. Presentation, right down to the extensive manual, is impeccable throughout. For strategic scope and variety of gameplay, there's only one to touch it."

The One July 90

#### Coming from MicroProse in 1991

Midwinter II  
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AC	ACC	CL	ASSEMB	DR
100	100%	100%	100%	100%

"F-19 is the business. It deals with state-of-the-art kit and is a state-of-the-art sim. Stealth is the most complete flight sim yet in terms of gameplay. It's as if the plane was built for a game." **Amiga Format** Nov 90

"This definitely has to be one of the best, if not THE greatest flight sim out there." **CAYO**, Oct 90



F-19 Stealth Fighter justified the reviewers praise by scoring to the top of the Gallup charts. This is one fighter that they don't keep under wraps. If you're looking for the best flight simulator available this Christmas, don't rely on radar. Rely on MicroProse.

#### Other great games of 1990 include

Simulators...Silent Service II  
M1 Tank Platoon  
International Soccer Challenge  
Pirates...Red Storm Rising  
Railroad Tycoon...Tower of Babel  
Fire & Brimstone

Accept assignment  
Change assignment





# RICK DANGEROUS

## 2

Rick Dangerous shot to stardom in his first romp around South America, Egypt and Europe. Finding earthy adventure not enough, he shoots off into space in *Rick II*, continuing his quest to overcome the Fat Man.

Did the reviewers welcome Rick returning "in a flash"? You bet your life on it...

"By now, Rick Dangerous has earned its place in the hall of fame for classic platform games, but just when everyone was taking it for granted, along comes the sequel - and it's even better than the original. The graphics have been polished up, the sound effects are funnier and the gameplay is more fluid and enjoyable. With a little thought all the puzzles can be worked out (and some of the solutions are very strange). Even if you haven't played the original game (where have you been?) *Rick Dangerous II* is well worth a generous slab of any gamer's time. But a generous slab could have you sitting in front of your computer for days without rest. You have been warned...but buy it anyway." *Amiga Format* Nov 90

"...it is a compulsive game."

When a trap catches you by surprise it's annoying, but frustration develops into determination and you'll keep on going until you beat the blasted thing. And if you do get stuck, the four levels (five, if you get that far), are different enough to make it almost like having four separate games."

*Amiga Action* Nov 90

"The gameplay is superb, involving and addictive. It is

ARCAD ACTION	A2	C24	Ami Format	FOR SQUAD	CRW
87%	91%	90%	92%	95%	91%

the sheer volume of challenge and entertainment in this game that makes it absolute corker."

*Flare* Nov 90

Rick Dangerous is everyone's favourite original superhero - and he's planning to eat rutabaga for breakfast on Christmas Day.

HOW DO  
YOU  
STAY  
FIT?  
WITH  
RICK



Santa should be able to find these games in any good software store.

He can find **MoreProse** at  
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You're not only up against men, but machines too. This is where your rocket launcher comes in handy.



You'll need to get out of the way fast if you haven't got any ammo. This means you're going to need to find an alternative route.

# NARCO POLICE

Companies often try to work shoot 'em ups in with strategy — most of the time this fails. *Narco Police*, however, manages to combine the most popular styles of arcade game with a highly convincing strategy element.

The *Narco Police*, as the name suggests, are a drug enforcement unit. Equipped with state-of-the-art weaponry, their purpose is to do battle with drug barons in the by now quite standard rat-so-subtle manner.

To thwart the world drug problem once and for all, the NPs are planning to storm, via the tunnel network beneath it, the main drug dealer's island fortress. A twenty strong unit of heavily armed police are to infiltrate three of the five tunnels, which eventually lead to the main HQ.

The assault force is divided into three units of five men, with five units in reserve. Each unit uses computers to unlock doors, allowing the others to advance. It's impossible to control fifteen men simultaneously, so you command the lead character of one group, with the other units held in 'storage' until you access them.

The tunnel graphics are



Your exit is blocked. It's time to use the rockets on the door.



Luckily each team member comes complete with a couple of hundred rounds of ammo.



Before the game you need to arm all of your personnel.



There's five tunnels and only three teams, so you need to choose your options wisely.

Each *Narco Policeman* comes with a rocket launching machine gun that fires two types of bullets and three different missiles. Popping back on the joystick swaps between bullet types, leading to accidental switches in the middle of the fight and confusion, especially when you've run out of one type of bullet. To launch a missile a fire digit command has to be entered on the NP's computer, a slow, not independent system.



built up in strips. This allows the screen to update smoothly with a good 3D effect. Used in *Afterburner* and *PewPew*, this technique has never been exploited to its full potential. Also, it's the same case here. This slows the game, which is a shame as speed would have made a good product exceptional. However, the graphics for the police are excellent. The large, well animated figure adds immensely to the overall effect of the game, as do the size of the enemy troops you face.

A third of the screen is taken up by the command computer. This is used to switch between units, or to check on personnel status, set explosives, use missiles or to call in reinforcements. Above the play area is a group of status windows. These outline the physical shape of the team member

currently being controlled and tell you what type of ammo he's using.

Don't worry if this sounds a bit stuffy, the arcade elements are incredibly violent and fun.

Had *Narco Police* been slightly faster it would definitely been a screen star. As it stands it's an enjoyable, thinking person's, shoot 'em up.

Mark Patterson

## DYNAMIC £24.95

Fun and original shoot 'em up, but a bit slow

GRAPHICS	81%
SOUND	80%
LASTABILITY	81%
PLAYABILITY	85%

OVERALL 82%



# SO REAL YOU CAN SMELL THE SMOKE

THE No. 1 BEST SELLING BOOK HAS NOW TURNED INTO THE No. 1 BEST SELLING GAME

TEAM YANKEE IS THE DEFINITIVE ACTION SIMULATION OF MODERN TANK WARFARE

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**AMIGA FORMAT**

- Team Yankee's a real challenge.
- A fascinating exercise in modern war.
- Team Yankee presents a game, in a sim's clothing, which when dealing with tanks has to be the perfect approach.

## ACE

- The implementation of Team Yankee is superb.
- The blend of thought and reflexes required to play Team Yankee is exactly right.

Team Yankee is designed to test your leadership and tactical skills in the game. You can display it either "quadscreen mode" where all four players may be controlled at once or



Full-screen Mode where the display focuses on one just one player.



To the right of the battlefield are the tanks which represent the various types of equipment available to you.

The major capability of the game is that you can see it in either the quad-screen and full-screen or in a single screen. The whole idea of the game is to be able to see the battlefield in the right of the way.

- **MAPVIEW** - which is a screen displaying the whole battlefield and the various number of units.
- **STATUS** - a tank's general status and status.
- **MAPVIEW** - a high resolution and high speed.
- **STATUS** - all units showing temperature.
- **MAPVIEW** - a high range and high speed.



## MY AMIGAS TANK



You have the flexibility to play either an overhead map view of the surrounding area, a simulated 3-D view of the battlefield, or a status screen showing the performance of all vehicles in a platoon. Irrespective of which screen mode you choose during battle, there is a constant column of information to the right of the screen.

## ST FORMAT

• Hunting the Red Bear has never been so much fun! • You just won't be able to bear pouncing away from Team Yankee.



Engine control is a key feature of the game. The engine control is a key feature of the game. The engine control is a key feature of the game.

Engine control is a key feature of the game. The engine control is a key feature of the game. The engine control is a key feature of the game.

## AMIGA ACTION

- The tanks have been superbly animated, with great attention to detail.
- This has to be a war for anyone...

## STRATEGY PLUS

- This is a game and a half! • The use of four screens is one simply brilliant.
- It takes the most like playing four computers at once. • I find it hard to limit this game.

I quickly found myself hooked on a game of war which previously held no interest.



It is a game of war which previously held no interest. I quickly found myself hooked on a game of war which previously held no interest.

It is a game of war which previously held no interest. I quickly found myself hooked on a game of war which previously held no interest.









The further you get into the game, the more tortuous the routes get. Seen here is the Pac World and its harmless ghosts inhabitants. On later stages, though, things get a lot worse...

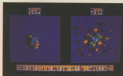
# SPINDIZZY

## - NEW WORLDS

**T**he life of a cartographer is never easy, but by far the fastest working member of this profession is GERALD, the crystalline star of one of the best 8-bit games ever, *Spindizzy*, and this improved Amiga version. GERALD first appeared on the Amstrad CPC series a few years back, and the game was a variant on the then popular Marble Madness theme. Controlling GERALD, you were given the arduous task of entering each of the game's 500+ screens, and logging them whilst also keeping an eye out for the bonus diamonds which were just ripe for stealing. However, the task was set against a strict time limit, and every time GERALD came into contact with the enemy creatures that inhabited the strange 3D landscape, he would lose valuable seconds. Likewise, should our accidentally lose his balance and slip off a precarious ledge, more time would be lost. For its time, *Spindizzy* was — if you'll excuse the pun — revolutionary, and now, four or more years after its release, Paul



Before you begin, you are offered the choice of two systems to explore. The first allows you to get used to the strange terrain and controls, whilst the second is the full-blown level, with worlds, such as Pac World, for World, and cities of lush vegetation awaiting our hero.



Shirley has come up with a sequel of sorts.

Basically, these new *Spindizzy* worlds are tougher versions than those of the 8-bit game. First time round, for instance, GERALD had to solve tricky puzzles by rolling over floor switches in a certain order, and in this version the traps play a bigger part than before. GERALD is once again set to collect as many diamonds as possible, and you have to guide him through the odd stages that make up the strange (sometimes) worlds whilst avoiding the strange-sapping hazards and pitfalls that get in the way. Each world is based on certain themes, and you are eased into the game thanks to the addition of a few trainer screens that allow you to get used to its many new hazards. For instance, as well as the top traps and water hazards that appeared in the original, the new worlds house squares that will take you in a set direction and others that lead into special bonus screens, so rather than being thrown in at the deep end, a clue box below the main area advises you of



## SPINDIZZY - NEW WORLDS

— how to solve specific problems.

Apart from the usual directional controls, GERALD can be made to jump over ramps by giving him sufficient run up to get to the other side. Likewise, the useful/rake system of the first game stops him in his tracks with a press of the space bar, only this time round it doesn't deplete his already limited energy every time it is used. In fact, pretty much all of the original's nice touches have been retained, such as the ability to choose which angle the action is viewed from, but GERALD no longer has the ability to change his shape into a ball or gyroscope. Finally, providing you can find it, Mr. Shirley has included a construction set which allows you to add a further 250 screens to the existing 185.

Anyone who still remembers the original Spindizzy will instantly feel at home with this updated sequel. Graphically, the game is reminiscent of Marble Madness, and there are a number of neat touches on the later worlds, such as a Pac World complete with pursuing ghosts and assorted gills and crates. These add to what is already a good looking game, and the bright colours and detailed backdrops are complemented by some of the smoothest multidirectional scrolling the Amiga has seen. Everything about the game is geared towards user-friendliness, from the tutorial mode to the option to scroll the lay-out slightly to see what's coming. But that said, and despite its many worlds, I doubt whether many people could be bothered to keep on playing it to the end. Although there is a lot of variety between each world, the tasks remain basically the same — no matter how tortuous it is to reach the elusive gems — and boredom could soon set in. It is because of this that I cannot award Spindizzy New Worlds a Screen Sizz, but even so it proves a pleasant diversion from the usual array of shoot-em-ups and coin-op conversions.

Steve Marriott



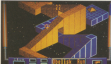
Two methods of getting from place to place are jumping and taking the lift. The former is achieved by taking a long run up and simply flying over the troublesome gap, whilst the latter is a little more complicated and involves the manipulation of switches to activate the lift.



GERALD's progress is hindered by seemingly insurmountable gaps. These, however, can be crossed by selectively using the multi-coloured switches that punctuate the play area.



Our crystalline hero is a speedy little chap, and features a variety of useful controls. Pressing space, for instance, stops him in his tracks, whilst pressing fire accelerates him up steep hills.



## SCREEN SCENE

### AMIGA SPEC

MEMORY REQUIRED	512K
SCROLL SPEED	10
COLLISION DETECTION	7
COLOURS ON SCREEN	8
LEVELS	185
DIFFICULTY LEVEL	9
HOURS TO COMPLETE	WEEKS
NUMBER OF PLAYERS	1
GRAPHICS STYLE	ISOMETRIC 3D
WITH SMOOTH SCROLLING AND THE ABILITY TO PAN AROUND THE PLAY AREA	

SOUND: A NICE INTRO TUNE AND EFFECTS BUT NOTHING TO SPEAK OF.

ACTIVISION £24.95

6 Playable puzzles that may get dull quickly

GRAPHICS	83%
SOUND	70%
LASTABILITY	88%
PLAYABILITY	82%

OVERALL 81%



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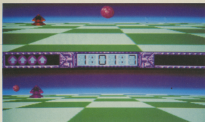
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## SCREEN SCENE



needs to work your way through, but the action is significantly faster, adding speed to an already fast game. The main enhancement, though, is the inclusion of a tournament, which allows you to compete to the coveted MasterBlazer trophy by making your way through a number of sudden death rounds.

It was a real pleasure seeing an old favourite like *MasterBlazer* updated and improved – especially since all the original's features have been improved and added to. The new tournament adds to the game's lasting appeal, whilst presentation has also been improved with a nice

# MASTERBLAZER

**B**efore they arrived, and subsequently mastered, the world of point and click adventures. In 1984 Lucasfilm started to build their reputation with a quartet of unusual arcade games which were distributed by Activision. Three out of the four games were revolutionary in as much that they used footpads to direct the map shifting blockships, but by far the most playable of these early releases was *MasterBlazer*, a futuristic which could be played by one or two players.

Played on a cheapened pitch, *MasterBlazer* was a simple one-on-one affair in which two players

must attempt to gain possession of a plasma ball and fire it into their opponent's moving goal. To do this, both players generated paths as they moved, manoeuvring last used a Rocket, and you can gain possession and control the ball by use of the ball's repelling magnetic field which it used to attract and repel the ball in shooting and taking the ball.

MasterBlazer was a hit on the system, with the release of the screen view, the action from your Rocket, whilst the bottom half shows the view from your opponent's point. In all, up to ten goals from the

scored before the match's time-limited expires, and success was won in a victory for you and making death for your opponent.

Now, thanks to those responsible guys at Rainbow Arts, no longer are Amiga owners neglected of the game that made C64 owners play with pride. Licensed from Lucasfilm, *MasterBlazer* has now taken the same theme of *MasterBlazer* and added new features and generally improved the appearance, making it *MasterBlazer* in the process. All the basic gameplay features have been faithfully recreated, and there are still a computer-controlled oppo-

nent option explaining the game's intricacies. These improvements also extend to the graphics which are detailed without sacrificing speed – a problem that could have wrecked this conversion. That said, it was a massive fan of the original, and have been looking forward to the Amiga conversion for ages, and must concede that *MasterBlazer* probably won't appeal to all tastes. The action can't be said negative, but as far as I'm concerned this is an incredible blast from the past that should be seen as soon as possible.

Steve Barrett



Among the new updates added to *MasterBlazer*, are a tutorial mode which explains the game's basics, and a new league system which allows up to eight human players to compete in a tournament.

## THE LUCASFILM CONNECTION

In 1980, various computer magazines were raving about a rare American import called *Robot Jeopardy* (also known as *Robot Jeopardy*). Written by a sub-division of the Lucasfilm movie company, the game involved moving trapped phobos from the surface of a world-generated planet. Its novel gameplay and unique graphics won it a lot of fans, but it wasn't to be released over here until a year later, this time under the name *Reactor*. From *Reactor* to *Jeopardy* to the positive eye test, following it came *Reactor II* and *The Blaster* which involved occupying a planet's surface for long and exploring a desolate world respectively. These games, despite their arcade gameplay, were instant hits, and it seems likely that Rainbow Arts will be updating them for the Amiga. If they do, and manage to speed them up like they have with *MasterBlazer*, there could be ones to watch.



By way of a breather, there is a text mode for speedy players.

**RAINBOW ARTS £19.95**

“A much improved blast from the past...”

GRAPHICS	85%
SOUND	77%
LASTABILITY	77%
PLAYABILITY	88%

**OVERALL 80%**







# ARCADES

If it's November and New Orleans, then it must be AMOA '90, the All-American Machine Operators Association, and time to preview all the major arcade units that are world-bound next year. And what did John Cook discover? They were all on freeplay. . .

## AMERICAN FRIES AND CHIPS

**F**or three days, eight hours a day, you can play video games and more video games — for absolutely nothing whatsoever. It's a terrible job, but someone's got to do it. . .

Just in case you didn't know it, coin-ops are big business — estimates for last year's revenue alone came to about £1.6 billion pounds, with profit coming a close

second with £1.2 billion, sporting a way down the clean sheet.

Proof of place and the fact that at least most interest was Army Games follow up to the new unit *Hard Drive*, called *Race Drive*.

At the P4 Pavilion with its degraded graphics and made something of an impression — as did another new unit called *Shard*.

Hopkins' incoming, with trainees, does sounds a lot

still, but nonetheless, it proved to be dying.

Best driving game, however, was *Double Dragon Chase*. *Hold*, reviewed here last month, fast and furious, it passed the acid test of typical arcade players — we were queuing up to get on the floor.

Those *Double Dragons* are back again for the third time, now aptly named, as you can buy yourself a *Double* to help fight the

opposition in the game around the world in search of the Rosetta Stone. John Hopcraft, the best best-of-all, spent some beautifully surreal *Beats* before from *Lynx*, and the well-ventilated boxing game, *Punch-Out*, from *Punch*. The former used *chips*, but very well animated sprites, to good effect, while the latter went over the top in the opposite direction, with a huge top-down view of the ring. More-or-less down back like



Left: 'Stop the bomb!' is going to the top, announces one of the leaders in *Shard*, of course) as he steps out of *Tales* and winning infinity points. Below: What the security leader was looking at when he was *Shard* (page 10)



As *Samurai's* *Postman*, an addictive puzzle game, requires a lot of the 'all' gray matter.





**Above:** Steel Dawn, get another in the line of electronic races — this time Namco is the proprietor. . . .  
**Below:** Double Dragon II — the fight game on, and this time you can have a "buddy" in your quest to defeat evil. . . .

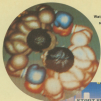


they're coming back — if indeed those teenage gamers ever went away. So go with it with **Gladiators**, Namco's **Steel Dawn** and Taito with **Space Gun** — none of which would go down too well at a Namco local. Still, someone must keep playing 'em as they keep making 'em.

There were shoot 'em ups aplenty. **Carrier Airwing** was Capcom's contribution and while better than **UH Squadron**, it's still dire and original. I preferred **Strike Fighter**, the excellent alien shooter from Taito.

How about playing **Space Invaders** again? Taito now give you that golden opportunity in a thing called the **Magnavox 12**, just an **Amiboy** want you to play **Invaders** in the form of **Thunder and Lightning**. Hit it with that time warp, man.

Music that's blowing comes to the arcade in the unlikely form of **Music**. This original coin-op proved to be highly entertaining and with a President who realizes he's a bit far when it comes to listening to it, it's not really that surprising to see the sport making its digital appearance.



Watch the big options slip it out . . . best that 'em up were. Strike force from Layland, and Phoenix-Day tops. Papper, this is one's from the runner-up, Pound for Pound. . . .

**Japan's Close Heat** — the best driving game at AAAA, says Jale. Blast your way through San Francisco, street clearing!



from the Hot 6 Co Ltd (yes, really) — a game called **Palamedes**. A cross between **Black Hole** and **Poker Dice**. If there's any justice, it is certain to make it in the arcade.

As for pinball machines, the designer of Williams' **Elvis** excelled himself with the name **Dr Dude** and Italy came up with **Riverboat**, a complex table that played very well indeed. But it was **Duke East's Simpsons** that got the crowds lining up — if only to have photos taken with Bart, who made a rare personal appearance.

But we took a look at the future of computer games with a video show from Taito, **Heart of Sega's 360°**, which shows you in and tells you around and upside down as

you play games? Well, Taito aren't going to be left out in the race to get you to regurgitate your eggs, here and there



breed over your knees. . . . Two players are strapped into this globe, called **Infinity**, and thrown about in synchro to a video tape of rollercoasters, motorbike rides, and so forth. Maybe this trend means that next year, they'll be handing out plastic tiles at the door? Stranger things than this have happened. . . .



And, if you get a bit tired of all the tabletop machines on offer at the convention you should always take a trip on the **Grease Queen**, one of the few remaining paddle steamers that operate from the port. **Game Right!** The New Orleans convention centre vibrated to the electronic beats of hundreds of new coin-ops.





# ARCADES



The Atari stand was decked out with freestyle rollovers of the latest winner, *Race Driver*. Watch for this one in your local arcade before next year.

## RACE DRIVIN' - ATARI GAMES

The original rolled right up to *Hard Driver*, which, unfortunately, is still in production over a quarter-loops. In *Race Driver*, Add Race Driver's name—*Hard Driver* with a twist.

There are extras to go along, but there isn't much here new to the game. I guess this is good, 'cuz if you were already good at *Hard Driver*, then you'll enjoy the learning curve getting into this one. But be warned—it's a lot more difficult than before.

Drive around the original track, the Autaugaus track, or the Super Saint track. The claim is that it's either one or two-player, but that's the little decision in the game that isn't simultaneous. Player One has a go and the car records his progress in memory.

Why? Well, Player Two (basically leery, an outline of Player One's car's movement) is played back. You is a get to choose between three types of car, although only the original *Sprinter* can be selected with automatic transmission.

Alan says that the hardware has been upgraded, along with the software—but the improvement didn't show that much. You do get two laps (time, very slow ones at first, usually followed by two pit stops).

There's no timing, however, that the Super Saint track is also fairly a little longer for the second lap, so you get with some time to go. Simply difficult to get to perform. How about being in the cockpit? And the split laps, only a few laps if I had the more go.

At the end of the day *Race Driver* is more of the same—but the well-mixed dynamics and the positive feedback you get from the steering wheel of the unit, make it the best car simulator in the decade's right now. Only the authors could get in touch with the team that did the 3-D polygons for *Worming Run*—now that would be a game worthy of the title position.

John Cook



Atari: This looks tough. You're faced with a steep descent followed by a difficult hairpin bend and then a long open stretch of road. It's been set to build up too much speed at first as you can take the hairpin at 50. Negotiate that successfully and you can then put your foot down.



Put your foot on the floor and race away with Atari's *Race Driver*. That's all you need to know to the game. Alan says the arcade version will be just as successful as the home version—*Race Driver*.

### ATARI

Similar to *Hard Driver*  
but even harder to win

SOUND 84%  
GRAPHICS 86%  
PLAYABILITY 82%  
COMPLETABILITY 85%

OVERALL 84%



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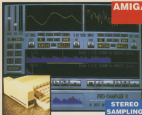
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# BUCK ROGERS

## *in the* 25<sup>th</sup> CENTURY

Matt Regan straps on his jetpack and de rigueur regulation space suit and offers some handy hints on SSI's Buck Rogers RPG.

The deserted spaceship looms threateningly in front of your fog. Exploring it is worthwhile, but not for the faint-hearted. Prepare for the unexpected!



Defense robots are tough opponents. One laser probe from a distance as they cannot move fast and will be unable to stop you.

If you don't like the suits used for the females, you can change their representation from the selection screen.



**H**ere's a guide to the first few situations you'll come across in the game. But first, some general hints that apply throughout the adventure.

The first major problem with this superior SSI game is installing it onto three floppy disks. However, if you read the Amiga Data Card and peruse, you should struggle through. Also remember to format a floppy for saves! The pre-generated party is well balanced, and a good choice for beginners, as it contains all the major classes and races. Once you've played for a while, you might find these characters somewhat limiting, so have a stab at creating your own. Another thing

to bear in mind is the difficulty level. It's tempting to set it at Novice level, but this really does make the game too easy. Gadget level is a good choice at first, but even this can fail to provide enough of a challenge once you're used to the game.

Another point to bear in mind is that the weaker members of the party must be kept away from danger as much as possible during combat — they die very quickly, and the last thing you need is for your medic to be unconscious! Advance your warriors towards the baddies to draw fire, and don't hesitate to use MIO forces under your command as cannon-fodder — they disappear after combat, so make hay

while the sun shines (or something)!

Watch for the characters' names to go purple; this means they can go up a level. Unfortunately, this can only be accomplished in a space station, but with any luck your characters will be ready to advance once they've saved the Earth base.

Go on to the next page on "Secret Maps, Gambling, Robots, Ladders, and Other Stuff You Can't Find Anywhere Else."





# PLAY TO WIN



It's difficult to avoid a fight or two on the roof at the beginning of the game. But providing you space – call your party you should easily win – and, just as importantly, gain booty! Be

careful to distribute the goodies in an intelligent way: give your main warriors the laser pistols (they cause 1-8 points of damage, instead of 1-4), and the smart-tuffs (they give +2 to armor class) before the others get them. Once inside the complex, head west to get to the control room. After a vicious fight

(watch out for the RAM forces behind you), the technician will throw a grenade in an attempt to destroy the missile controls. Nominate the character with the most hit points to leap on to the grenade to protect the controls. He or she should survive easily, and all the injuries will be healed.



Victory is its own reward, but don't neglect the booty – it can be useful in other ways.

Once at the spaceport, take advantage of the facilities. The bar can be a useful source of information and rumors, and the medics will heal any wounds sustained by the party. Go to the shop to purchase new weapons and better armour, as well as stocking up on ammo. This is the time to sell all the spare weapons – such as laser pistols and bolt guns – and armour the party has accumulated from earlier fights. Use the money wisely before negotiating HQ's orders and a shuttle for exploring.

The deserted spaceship should be your first port of call whilst scavenging for debris. Make a map if you want, but at least keep a record of the floors you've



Blake Higgins, the impetus for the rebellion. You'll have to prove yourself a hero before your GM meets him.



Once on the spaceship, the team is confronted by a ghostly, hideous opposition. However, more fighting soon reveals the reasons behind the vision, and helps explain the fate of the crew.

inspired – to avoid repetition and avoid less fighting. The enemies on this ship are a lot tougher than those on Earth. Make sure you have a note of all Log Books every time you come across it. They're crucial to successfully completing this sector.

After your first fight with the Gennies, some of your characters will develop cashes and forces. Try to avoid letting the Gennies inflict too many of the party, but don't panic – even when your characters fall into a carnal. Again, keeping the distance between the team and the creatures will help to minimise damage.



In order to heal comatose characters, try to locate the sickbay. Here's a helpful hint: it's on level 8, so use the ladders and airshafts to get there as quickly as possible. Once you've found it, request the major surgery from the robot surgeons and input the number. DON'T give them the number of the doctor – he's dead, and the robots know it. Instead, a number found in a Log Book entry from the first floor will be acceptable to the doctors.







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# HELPLINE

## RESPONSES

### LOST IN SPACE

Tommy Johansson was last heard of stuck in Wobau's asteroid in *Space Quest 2*, with plenty of objects to help him, but no idea how to use them. Here's Chad Gooding from Boston, Junes, to help out:

To go any further you need a basket, toilet paper, glass cutter, plunger, and lighter. Walk south from the entrance to the infirmary, and then turn left. Continue until a wall comes down in front of you, then go right and continue until another wall falls. When the floor starts to move, walk to the left wall and when the spot is nearly touching you, stick the plunger in the wall and hang on! The floor will return and then you can let go of the plunger. To avoid the robots that are after you, put the paper in the basket, light the basket, and set the paper alight. The emergency sprinklers will come on and get rid of the robots. Turn right and you will find yourself in Wobau's chamber.

### THE ORIM SECRET OF THE FOREST

There were more than one clues here stuck in *Fantasy Adventure* back in October. Alan Gotsis/jepot Barnley takes them through to the end of the game.

When you have collected the gold statues from the Isle Of Gordry, Seahorse, Hemlock's Tomb, and Grimwood Forest, go to the temple of the Sunstone, defeat the Knight Of Dreams, and take the Sunstone, which makes the Witch of Grimwood vulnerable to attack. Explore the forest until you find the secret tunnel that connects the pathways to the witch's castle. Use the Sunstone and kill her with the wand from the dragon's lair.

Take the golden lance, make your way to the coast and call the turtle with the shell. Ride to Swan Isle and catch the golden swan with the lance. Now fly to the Keep in the impenetrable mountains and rescue the Princess. Now will automatically return to the Palace. The King will give you a will to take to the Priest in Marheim. Talk to the Priest to receive the 9th gold statue.

The hidden city of Azal will now appear in the desert oasis where the Gargu live. Fly there and search for the rose which will protect you from the lava barbers. Make your way to the Necromancer's Castle, tell him with the wand, pick up the talisman, and go back to watch the end sequence!

### DYING TO GET IT RIGHT

Demom's Tomb is an unusual adventure, in which the death of the player is inevitable in the Prologue. However exactly what the player does before he dies is all important to the main part of the game that follows. Here Helen Goddard of Dagenham recounts how she spent the last few minutes of her life.

Right at the beginning of the Prologue, switch off the torch, get the bag, go north, throw the bag through the hole, drop the torch and go east. Get the plaque, go west and west again, open the coffin and put the plaque in it, go east and get the bucket and torch, and then go north. Get the bird and bag, go south and west, put the notebook in the bag and tie a knot in it. Finally, put the bag in the basket, and put it all in the coffin. Close the lid, lie down, and point to the coffin whilst sweating your death!

These instructions enable you to get the items into a safe place from the first, and leave a clue to Richard as to where he should start looking for clues when the game proper starts.

### A CRUMB OF COMFORT

Here is not a lot of help for Graham player Alison Connard, from Marlow, Fleet of Britain:

I can only answer one very small part of Klaut's letter. Firstly, the keycard to the prisoner's castle will not budge - I have tried everything I have not tried to get into the pyramid (I am mastering each terrain slowly) although I suspect he may have the same problem with the ice palace. Certain places will only let you in if you have already completed the problems before. If you have not gone to the third castle (the one in the marshlands with the 'helpful' drawbridge) then you cannot go into the palace.

### A GOLDEN OPENING

Leighton Williams has been desperately trying to get to the other side of the golden door on the eighth floor of the cinema in Leisure Suit Larry 1, Here is Nigel Parker of Basingstoke to give it:

You need the bottle of pills from the east window on the top floor of Luffy's bar. Go to see Faith at her desk on the eighth floor, look at her, and give her the pills. She will rush off on an urgent need, which leaves you to examine the desk and press the button there! I won't tell you any more as I'm sure you'll enjoy it more for not knowing!

## HOW TO USE THE HELPLINE

**IT'S EASY.** Just send in your letter, making your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to: **Play to Win Helpline, c/o Priority Court, 30-32 Farringdon Lane, London EC2A 3BA.** If you are making an enquiry include a few lines explaining why you need a code, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are replying to. If you send in more than one enquiry, please put each one on a separate sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.



# HELPLINE

## WHATEVER HAPPENED TO MABEL?

In November, Kenneth Larson was asking to speak up about the abduction of Mabel in Police Quest II. Trouble was, he didn't have a lead on the case. Here comes one, then: Cecil Baylor of Ankara.

First you should phone Colby. (Did you go to the Int'l Search there to find the phone number.) After that, make a call to the city police. Getting help from the police, now try to adjust your sights for the final. Finishing that, head for the airport, get a ticket, and fly. If you haven't enough money for the ticket, let Keith phone Lytton Police.

## BARD'S TALE 2

You only need two passwords to enter the Daring Stone dungeon: Freeze and Please. Each password must be entered on a separate line. So press return after 'Freeze' and again after 'Please'.

Once beyond a certain point, you cannot return. You have to proceed forward through succeeding levels to the end.

Mr J. H. Glover, Oxford

## FUTURE WARS

To rescue the King's daughter you first have to enter the monastery. The items you have to find there are a magnetic card which you use to get the remote control unit which is used in the wire store to open the passageway.

Mr J. Calverley

## LOST PATROL

The main problem is keeping strength and morale levels up. The best way to do this is to rest for fifty minutes each time your men get tired.

At the end of the day when it's time to dig in for the night, rest your men in fifty minute stages. This might take a while but it greatly increases strength and moral levels.

Make sure you change your armor regularly because this drains a lot of strength, especially after a hard to hand combat encounter.

Gavin Pinner, Hertford Hampshire

## DIZZY

To get the fire-proof suit go to the very top of the tree house and jump off the right. Walk across the clouds until you find the pogo stick. Go back to the beach making sure you have the pogo stick and the rubber stool. Go into the water and stand at the police on the second half of the wreck. Jump straight up. You will now be at the island in the sky and to the right is the fire-proof suit.

Joseph Lopez, Aberdeen

## ENQUIRIES

### A FROSTY REPORT

*cyvind* Admire writes from Anersid in Roneyia to complain that *Masterblaster 2* has a tendency to load and load, causing him to reset his machine. He is playing version 3.05. Has anyone else suffered the problem, and in what version? Meanwhile, *cyvind* has another problem, relating to Codename: Icarus.

The captain says 'Report when depth attained'. But how? I've tried everything and I can't find any clue in the manual, either. Thanks for the best magazine ever to appear in my University! (F7)

### A FISHY TAIL

*Reale Russell of Wakefield* is getting fed up waiting for a *mailmail*.

Can anyone tell me how to get the *mailmail* to appear in King's Quest III? I have collected all of the items but now I can't get any further. (F3)

## LIFTING THE VEIL

Not usually one to ask for help with an RPG, Matt Pacey of Brandon in Suffolk says he admits to being stumped!

I can't seem to pass the part where there are two magical veils with a portcullis in between. You have to run very quickly through the first veil and into the space between, then repeat the process for the second veil. Is there something I'm missing? I've tried the other door with an iron key and a key of Ra, and even a 2d spell won't work. I would really appreciate some help. (F3)

## X-OUT

Please—could you send me a cheat for this brilliant, but extremely difficult game. Hurry, because I've only got one look of hair left to pull out before I go mad.

Nelson Dyer (F4)

## LOOM

I've been losing sleep over this game. Will someone please tell me how to get past the waterspout?

I've learnt that you can spin drafts backwards, but how do I get the necessary experience to spin drafts with higher rates?

I'd also like a cheat for Xanadu II too. Thanks (F5)

## RUNNING MAN

Has anyone got a cheat for Running Man? I can't do the first stage, but I can't get past Buzzsaw. I am also having trouble with Barbarian 2 from Palace. Any hints would be greatly appreciated.

Tim Dwyer (F6)

## SUPREMACY

Supremacy is one of the best strategy wargames we have played, but we are having problems with the games speed. We find it hard to keep track of the ships. Is there anyway of slowing it down?

Sean Wilson & Peter Bradley (F7)

## PARADROID 90

I've recently bought the great new game 'Paradroid 90'. Unfortunately, I've been unable to get past the first level's kill many deaths. Has anyone got a cheat for infinite lives or level skipping?

Lucia Leigh-Brown (F8)

## DRAGON'S BREATH

I have been playing Dragon's Breath for over a year now and always run out of money on my dragon dies. Could someone help me find pieces of the talisman and give me a cheat for infinite spells?

Neil Green (F9)







# PLAY TO WIN

## INTERACTION

### THE BARD IS BACK!

The Bard's Tale series has been popular for a number of years now, and still the questions roll on! Riddles are a feature of the series, and one of them is causing trouble right now!

■ I am stuck on the last level of Bard's Tale 2, and don't know the answer to: The one of whom is great in items, Rovers to him his proper name. I have tried every word I have found in the game, but nothing happens. Robert Carpenter, Preston, Tex.

**Keith's Response:** I can't help with that one, Roberts, but for every riddle posed there is surely a *Clu* Amiga reader who knows the answer! Take the case of Thor Rune Haugen from Hammerhead who was contemplating the riddle 'Up with ???' in Bard's Tale 1 when we last heard from him.

■ The seven words of the One God are: 'Lie with passion and be forever damned.' The riddle 'Find manuscripts sought by man long dead ...' does not need need to be answered to complete the game.

Markus Sauer, Ajmanad, Norway

**Keith's Response:** See what I mean? And there's more ...

■ In Bard's Tale 2 I have managed to get all the segments except the one on Level 5 in Dargoth's Tower. I have reached the stairs, but I am very confused with all the messages I get there. And where do I learn the spell on the dragon? I know the letters to cast it: ZZZZZ?

Geoff Hines, Doncaster, Woking

**Keith's Response:** You can learn the spell on the first level of Dargoth's Tower, underneath the rock in Colosse. Meanwhile, what's this 'and'?

■ I'm in the tomb of Valerian in Bard's Tale 3, and have put Valerian's heart and the water of life in the bowl of Valerian's chest, but I can't walk out what else to do.

Please help!  
Simon Hudson, Dursland

**Keith's Response:** It's not a question of bringing him back to life. When you have put the heart in the cavity of Valerian's body and poured the Water of Life into it, the heart should start beating, and a secret door will be revealed. Go through it and look for the tomb with frescoes on the wall, and get the River and Anvils of Life. But hang on a bit, is BT3 out on the Amiga in your part of the world?

### TROUBLE WITH TEXT

If the text adventure is dead in the market place, it is certainly alive and well in the home ...

■ How can I open the sarcophagus in *Infidel*? I guess I should be putting something in its recesses, but what? And I do not know what to do with the stone slab with four holes in it.

I've come as far as going out in the sub with Tip, turning the switch, in *Seastalker*. But I can't find it. How can I track it down?

I am unable to tell the computer the co-ordinates of my destination, in *Sarcross*. Therefore I can't find the black hole, and I'm stuck at the very beginning.

Jon Samson, Dale, Devon

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## INDY 500

EA's race game proved a hit with readers. Here's how to create the perfect car for the perfect race.

Car: Lunatic

Gears: 8, 10

Wings: Front

4 up from middle

Back

5 up from middle

Stagger: No difference

Number: Right Front

Hard

Right Back

Medium

Left Front

Soft

Left Back

Soft

Cambers/Right Front

+30

Right Back

+25

Left Front

+25

Left Back

+1

Pressure: All at 25

Shocks: Right front and back

Both at bottom

Left front and back

Both at bottom

Lovers on death: Both full forward



## VENUS THE FLYTRAP

Beat the flytrap with these access codes to the different worlds in *Genesis's* Venus game.

(Not needed) - Forbidden Forest

Mentide - Frozen Wastes

Gloades - Dead City

Psyllips - Wood World

Flends - Ruvers

Satyrle - Death Valley

Lynsied - Creeping Swamp

Pyralid - Tech World

Woodlud - Translucent Plains

These codes will activate various

cheats: Mars, Mercury, Jupiter, Saturn.

## ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Not the easiest of games, and the end of level criteria are especially tough. When you're up against the Heptaplan stand by the top, wiggle your joystick forward, left and right and drop all your bombs. Now squeeze through.

Craig Morris, Chesterfield



## SIMULCRA

Here's a few handy tips for *Micro Styke's* futuristic battle game.

**The Mothership:** It follows you around generating mayhem and can take many hits. Run rather than shoot.

**Homing Weapons:** Retreat as fast as possible and shoot them. Most homing missiles have a limited range and can be cut run.

**Blitzkrieg:** The best attack is a fast one. Attack a generator by flying along power barriers at full speed. Learn to recognise the edge barriers. Barriers you can shut down never merge with the edge, and nearly always lead to a generator.

## UNTOUCHABLES

Start playing, pause the game then type in 'SOUTHAMPTON GAZETTE'.

Gargone will now be facing an infinite army of Elot Peasars.

## DRAGON BREED

Pretty new, but already causing problems. Pause and type 'TREM'. You'll be given infinite lives and pressing H will teleport you to the next level.

## GHOSTS 'N GOBLINS

Get a high score and instead of entering

your name type in 0. This will deactivate the spike detection making you indestructible.

## MIDNIGHT RESISTANCE

Pause then type in 'It's easy when you know how'. That should give you infinite lives.



After you've seen your family don't buy any more weapons.

## LEGEND OF THE LOST

On the password screen type the word EDLER. You should now be able to skip levels.

## ATOMIC ROBOKID

Typing in TURBORAY 14TH on the title screen will give you a natty little menu which allows you to give Robo infinite lives and all the best weapons.



Although our codes will help, you'll still need to complete the last two levels on your own. Plug it in.

## HAMMERFIST

Hammerfist's journey under the sea isn't easy. Try typing in I WANT TO CHEAT backwards on the high score table. This will give you infinite lives.





# VOODOO NIGHTMARE

If you're cursing *Palaise's* Voodoo Nightmare, here's how to obtain the last few pins to help you destroy the witch doctor.

**Mission 1:** Feed the monkey on your back bananas. Eventually, this will give him a bad case of diarrhea, and he'll run off to a secluded spot.

**Mission 2:** Reunite the lion cub with his mum. Look in the tree trunks.

**Mission 3:** Save a sick native, buy medicine.

It's always safer to move around at night, so that's when the creatures sleep. When day breaks, hit the pause key. Night will still fall but because the game's paused nothing moves.

As soon as the sky darkens unpause and carry on exploring.

Some of the problems made easy!



PLAY TO  
**WIN**

# OPERATION STEALTH



A Stealth Bomber's gone missing in Delphine's *Operation Stealth*. Here's how to get it back.

Go to the newspaper machine and examine the returned items slot. Take the coin and insert it into the machine to get a newspaper. Examine the newspaper and go west. Open the brief case and examine the passport. Take the roles. Operate the calculator and place the passport into the slot. Set the machine for Germany then press the enter button. Go east and show the customs guard your German passport. Speak to the girl that go west. Show the guard your airline ticket. Examine the baggage then take case marked Marteau. Go east (into the toilet). Open the suitcase and take everything out of it. Plug the cable into the power point and use the razor. Go west, south, then east again. At the airport stand near the sign and wait for a taxi. When one turns up get in and head towards town.

## In Town

Go up, west, then enter the bank. Give the bank teller two bits of money. Go east twice. Give the coins to the florist and take the red carnation. Find John and give him the carnation. Go north then east twice. Sit down on the park bench. When the agent's been shot take the card and the key then leave the park and turn east. Go back to the bank and give the key and the card to the teller. Go south and use the key on the safe (bottom right). Take the briefcase, the key and the envelope. You'll now be captured. Select operate and click on the ground. Use the metal to cut your hands. Operate the metal and take the pickaxe. Face right and use the pickaxe three times. Go east

and swim across three screens, surfacing for air whenever possible. Go up the stairs, west twice, then down the stairs to the beach. Speak the old man then give him some change. Go up the stairs then north. Enter the hotel, go through the west door and up the stairs. Go east and open the right hand door. Save the game.

## On The Ship

Operate the broadcast. Upon approaching the boat select operate and click on the girl.

## Palaise

Navigate the four mazes, saving the game as you make progress. Go through the door at the end of the maze. Pull the statues arm. Use the box on the table. Press the on button. Use the arrow to alter the combination, a red light will come on when you select a correct number. When all four digits are entered press the off button. Take the box, operate the lock and take the envelope.

## Water Skills

Avoid the rocks. Try to catch your opponent.

## Underwater

Swim straight down. When you reach the sea bed swim west until you see three pieces of seaweed. Keep swimming them until you receive two messages. Swim east as far as possible. Press the button on the palm tree. Go east through the opening and operate the portfolio. Once you're inside the cage use your pen on the lock. Use your watch on the west wall, followed by the east wall. Go right, open the grill and pass through the mazes.

## The Hideout

Move slowly to the first alcove. Use the operate command on the guard. Take his clothes, his boots and his faces. Use the faces on the soldier. Take the napkin and use that on the soldier too. Take the glass and go south. Go

through the door and into the stateroom. Examine the doors. Take the silver stamp and the faces. Use the faces on John. Go south then east and go through the door. Examine the cloths and take the instructions. Use the glass on the fountain. Operate the garbage. Take the libetast. Go west, north twice, west and enter the door. Use the glass on the office. Take the stamp, go south and

operate the cigarette case. Operate the top cigarette and use the paper on the glass. Go east then south and go through the door. Use the stamp on the ink pad. Then use the pad on the instructions. Go west, north and use the fingerprint on the ID pad. Go east and use the instructions

items on the mailbox. Go north and use the electric cable on the plug socket. Operate the radio then use it on the trash can. Exit east, use the bottom cigarette on the the computer. When the computer blows up operate Otto. After the light use the CD on the CD player. Exit through the top left door.

## Helicopter

Operate the statue on the bomb. Operate the Helboat to complete the game.

# NIGHTMARE (THE MOVIE)

Follow these tips to get through the first section of *Ocean's Nightmare*.

Go to the hospital. Narcose will tell you about Midan. Go there next. Don't worry about running through roadblocks, they won't stop you. Repeatedly pump the fire button to escape from Paloquein. Don't worry about being shot, Paloquein's bite ensures you survive. Once you've escaped from the police, return to Midan and enter the town. Spin the joystick anti-clockwise to avoid the mines. Inside Midan you get to meet Mr. Kylespook, who lets you have a good look around. Described to level three to meet Nightmare. This leads you into the second section of the game.



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# GRAPHICS DIY

**Last month, Gary Carr from Bullfrog explained the basics of animation, using the 'squash and stretch sphere' technique. This month, he moves onto the delicate subject of how to link animation and place it onto a backdrop. . .**

Now your balls are bouncing nicely (so-er), it's time to move quickly into more complex animations. It helps to decide early on as to what form the demo is going to take. There are a number of different approaches you may like to try. The sequence could, for example, have a cartoon feel. In this case, your animated subject need not be logically correct. In the same way some four-legged creatures are depicted as two legged - Bugs Bunny for instance. The real advantage to cartoon anima-

tion is that there are no rules to govern how the subject should look, but remember the end result should have all the same qualities as a realistic depiction, and that is the essence of the character.

With this thought in mind, try this little animation exercise. Get a friend to draw a squiggle on screen using *GPaint* 3.2. As you were shown last month, save it out as an animation brush and set up a 'tick book' of animation frames (give yourself a generous amount). Now comes the wacky con-

ceptual part. Try to imagine that the squiggle is your character and try to make it move in the style of the creature you are trying to emulate. In the case of this demo, try and 'suggest' spine-like movements to your shape. If you can get your head round this, you are more than half-way to winning the Demo competition. Who said artists are strange?

So, since you have your cool animation and hot graphics, you can begin to add some artistic 'touches'. Here at Bullfrog, we try to make our nice touches as functional as possible, rather than just being a pretty effect. Take *Powermancer* for example. Every single piece of animation and graphic within the game has an identity and serves a purpose. The goblins send messages, the stories deliver newly born babies, when it snows, your man old man to keep warm etc. These additional details are what can make a good

piece of work into a great one.

In my version of the CU demo, I used lots of incidental graphics to suggest depth and also to create a feeling of a hostile terrain. Incidental graphics are items of animation and backdrop that, though not important to any aspect of the core of the sequence, help provide atmosphere and/or an enhanced presentation. In this case, during the 'eating' sequence, a snake slithers from behind a rock at the rear of the cave. It then side-writes through the rib cage of the dead animal's carcass, finally sliding out of shot. These touches also help give a feeling of continuity.

Moving back to animation tips, if you have access to a video recorder, try and build-up a reference library of different movements by having the relevant frames usually one in every three when using the 'frame advance' or 'step' tracing paper. Even better, if you have a friend or family member with



If you've been following Bullfrog's tutorial for the CU Amiga demo over the last couple of months you should now have the following sequences completed: in our November issue we showed you how to create a futuristic landscape for the demo, and last month we explained how to construct the spinning bone and CU Amiga mouth, and show an explosion animation to kill the two sequences.



A good spine bank is essential for successful animation. Draw your characters as large as possible without taking up so much room that you compromise the speed of movement.

Incorporate this movement into your designs. Remember the 'floating page corner' effect we wrote about last month? Draw a character in various stages of motion. It could be eating, running, engaged, in fact, in any activity to 'animate' the subject.

Try to make your animation as interesting as possible. A salivating monkey chewing on a fleshy bone with one arm while watching a fly with the other is far more interesting than a strong man strales a bone. . .



a video camera, you can film as many scenes as you need. Remember to include some sort of scale measurement within the shot.

This may sound a little like cheating, but if it improves the quality of your work, then why not use it?

## THIS MONTH'S SEQUENCE - THE DEAD CARCASS

From the storyboard we chose a mid-shot of the apeman pulling a bone off the dead carcass, picking at the bones and leaving the spine (this suggests our character is some sort of leader). The majority of this sequence is the apeman eating the beast, but I have added other touches, such as flies irritating the ape in an attempt to join in the feast. The ape also scratches his head in a cliché ape-like manner. As I mentioned earlier, these touches help enforce the characteristics of the object.

The bone is then tossed into the air, linking up to the spinning bone sequence.

## 'REALISTIC' FANTASIES

If you decide to present the sequence in a realistic nature, it's worth spending time studying how the subject moves, from any good reference.

Don't make assumptions while designing the animation, as though the hand of an ape looks fairly similar to that of a human being, the joints move and function in a fairly different way. There can be nothing worse in a demo than wonderfully realistic still graphics being spoilt by a poor understanding of subject movement.



When starting your animation sequence, don't get bogged down with graphic detail within each frame. If you do, the chances are you'll end up with hundreds of attractive pictures which animate badly. Remember, the quality of animation comes first. Once you have this cracked, then work on improving the graphics. For reference, take a look at the

graphics for *Lemmings* from Pygmalion. The actual sprites are far from impressive, but thanks to some wonderful animation, they take on an incredibly strong character.



Putting the pieces together, there should start to combine sections of the demo. This week's scene has to show the background in the November issue, here to animate last month, and this month you'll combine the two. Now you have the beginnings of a sequence. Here are seen the establishing shot. The monkeys are in front of the fire, one of them will pick up a bone and toss it into the air. The bone will spin in the air, you'll see an explosion of light, and then the bone will turn into a spinning (A) Animate monkey.



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# DEMOS

Mark Patterson takes his monthly look at what's new in the PD libraries and previews disks from Tobias Richter, 2 Bad Boys, Fraxxion, Demons and Time Codes.



Tobias Richter was more impressive. His latest release is a collection of screen utility from some forthcoming projects. This disk and most of his previous work can be obtained from  
**A Bit On The Side.**



Rivera: Tobias deviates from the traditional Star Trek. Here we have the new Enterprise which features in the Next Generation.

## SUPPLIERS' GUIDE

Yves Free PD, 32 Elmore Street, Solihull, SMO 2 5L.

A Bit On The Side, 8 Thaxted Place, Rink Stant, Chesham.

The Deeper Domain, 129 Portland Crescent, Staines, Middlesex, MKT 1 8A.

NBS: 182 Lumley Road, Newport, Isle Of Wight, PO10 5LH.

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TMPEL, 54 Mitchell RD, Rockwell, Bobs, NG15 7LE.

Scotia 10, 100 Bollow Way, Crawley, Oxford.

Drawing away from SF, this one depicts Steven Rousseau playing his Peltier going in for the kill against a French Squid.

2 Bad Boys present their latest Amiga remix. This time it's from the London Boys and is available from Virus Free (200).







An excellent example of colour digitising. This disk is available from PCSE. If you want more info about getting your stuff digitised, check out Additional.



Fraxion appear since more. Though this new demo is nothing more than a well presented slide show, the intro is their version of the original Alien titles, complete with samples. From A Bit On The Side, disk 702.



Above: Sundracker II features some original ideas, graphics and music. Produced by Demaine, Amalg and the Power Lords, it's now available from A Bit On The Side, disk 887.



Time Code's Total Recall demo features b/w stills from the movie and a soundtrack which takes samples from the same place.



## DEMOS COMPETITION

Three months ago we asked you to identify four top demos by looking at just a snippet of a screen shot. As usual the response was overwhelming, with the majority of the entries being correct. First number one was the *Bulldozer Mega Demo*, two was *Sitar Trek* the game by Tobias Richter, three was *Fraxion* Harro, and number four was the *Power Rankin* by Ross X.

First prize of a hundred PG disks goes to Wayne Marshall from Tamworth, second prize of twenty five disk going to Mr A D Ray in Canterbury and third prize belongs Peter Rhodes in Bedford. Thanks to Virus Free PG for supplying the prizes.





ENTRY FORM FOR PG DEMOS COMPETITION  
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**Abstract**—The purpose of this study was to determine the effect of a 10-week training program on the maximum oxygen uptake ( $\dot{V}_{O_{2\max}}$ ) and maximum heart rate ( $\text{HR}_{\max}$ ) of 10 sedentary, middle-aged men. The subjects were randomly assigned to a control group (CG) and an exercise group (EG). The EG performed a 10-week training program consisting of three 30-min sessions per week. The CG performed no exercise. The EG showed a significant increase in  $\dot{V}_{O_{2\max}}$  and  $\text{HR}_{\max}$  after 10 weeks of training, while the CG showed no significant change. The results of this study suggest that a 10-week training program can improve the aerobic capacity and maximum heart rate of sedentary, middle-aged men.

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# DEMOS



The latest edition of the Final Fantasy mag is now available, with articles written by many of the top names in the Demo world.



Speeding vectors make up the new demo from Phantoms. Better view effects, but nothing new.



The Turtles are back! This time it's a new version of the cartoon. Some time as well as digital art. One for the kids. Available from A Bit On The Side.



End Of Century strikes back. EOC tried to be a collection of animation, sound effects and music. Nothing really outstanding, but there's plenty of variety. Available from 11-01.



Following the success of Mental Hangover, Scoopex have released Chromium, a bizarre mixture of scientific and metallic graphics. Weird but wonderful. Available from anywhere.



D-Lite's megamix disk contains those clichés, but good, dance tracks. From 11-01.

## PD TOP TEN

A-Animation S-Sound  
G-Utility G-Game M-Miscellaneous

- 1 U Game Music Creator
- 2 S 100 64 Tunes
- 3 A Stealthy Manoeuvres
- 4 S Sound Of Silents
- 5 G Star Trek
- 6 V Donald Duck
- 7 A Digi Movie
- 8 M Budbrain Mega Demo
- 9 M Mental Hangover
- 10 G Fraxxon Slideshow

## PD OR NOT PD

Public Domain software is intended to be copied and distributed by anybody. It includes utilities, games, or demos put out by programming crews showing off their talents. PD is a cheap, easy way of getting hold of some really top quality software. Keep an eye on this section for a definitive roundup of the best releases. If you have any demos of your own which you would like featured in this section, send them to: Readers' Demos, CU AMP, Priority Court, 10-12 Farringdon Road, London, EC1R 3AB. Please enclose an SAE if you want your data returned.



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It is important to note that public domain software is not the same as shareware or freeware. Shareware is software that is distributed on a trial basis, and freeware is software that is distributed for free but may have other restrictions. Public domain software is truly free and open to all.

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# DEMOS



## JUNGLE BUNGLE

PD adventure games are rare and far between, and most that appear are awful. *Jungle Bungle*, although straightforward, features plenty

of puzzles to get into and lots of graphics. Most of your character's actions are controlled by the mouse, but this leads to confusion as to what option to use. But on the whole, *Jungle Bungle* is a good, fun, well presented adventure.



## ARCADIA

As breakout clones go, *Arcadia* is very competent. The levels are similar to those in *Akualoid* as well as the overall layout.

A new type of alien has been included which immobilises your bat on contact, as well as deflecting the ball. The

usual features such as catch ball, enlarge, slow, warp and bombs are included. Nothing new, but *Arcadia* is the best PD breakout-style game to date.

## THINGAMAJIG

Educational products are normally only played by adults for a good laugh. *Thingamajig* is liable to draw adults in through their interest as well as captivating the kids.

*Thingamajig* is nothing more than an elaborate jigsaw. It takes a picture, breaks it down into thirty or so pieces, then gives them back to you one at a time. A help mode is at hand if things get really tough. Basic, but interesting kids package.



## COLOURING BOOK

Another novel idea is the colouring book. It comes with six black and white pictures based

on nursery rhymes, and sixteen colour palettes to paint them with. Sampled animal noises and tunes play throughout. If it's anything to go by Tina, our sister away, spent half an hour colouring a pig in. If she enjoys this, then the kids will too.



## DYNAMITE DICK

This is very reminiscent of early 84 games. Dick is out searching for gold in a abandoned mine, much to the annoyance of the resident wildlife. All Dick has to defend himself with is a supply of dynamite, which he can use to blow up creatures, walls and dirt piles.

Before he completes a level he needs to collect a number of gold in different locations, forcing a bit of thought from the player.

*Dynamite Dick* is a good, fun game with amusing noises, graphics and gameplay.



## AMOS PD

By launching AMOS, Mandarin have created a veritable army of amateur programmers. It was only a matter of time before these programs started to infringe on the machine-coded PD world.

Although relatively new, the AMOS library now consists of over a hundred programs, ranging from AMOS updates and sound banks, to games, utilities and educational software.

The AMOS PD library and club isn't just restricted to the UK, there's branches in Australia and the US, which means the catalogue will soon be updated with overseas software. There's a homepage section which contains some higher quality games and education packs, but these cost £3.50 each as a royalty fee is to be paid to the author. Most AMOS PD will run independent of AMOS, this means that it's open to anyone. For existing AMOS users there's a range of utility disks and expansion packs including fonts, GIF pictures and screens. Most software in this range comes unprotected so that the user can learn how the routines were put together.

For further information an AMOS PD you can contact the AMOS Public Domain Library in (0942) 465261 or PCS in (091) 836542.



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# AGENDA

The recent  
**Entertainment '90**  
 conference, held in  
 mid-town Manhattan,  
 New York, brought  
 together delegates from  
 all over the entertain-  
 ment industry - people  
 who realize that  
**Interactive**  
 Entertainment is the  
 boom area in the '90s -  
**John Cooke** was there  
 as well, picking out the  
 weird and the wonderful  
 - yes, this is the shape of  
 things to come.



## ENTERTAINMENT '90

### NIGHT CLUBBING - BY COMPUTER

OK, so your mates have dragged you down to the local disco, you're wearing your best togs, kicked some aftershave and are doing your best to look cool. Trouble is, you don't know anyone and suddenly feel intimidated by this unfamiliar social performance.

The usual solution used by chumps down through the ages, is to get as many pints down you as quickly as possible, then try and chat someone up before the short window of confidence moves onto incoherence.

Barbare, isn't it? An American company has come up with a simple solution to break the ice at such gatherings. Entering the disco, you fill in a simple questionnaire on your likes, dislikes and entry; this is scanned into a computer,

along with a digitised video mug shot.

Out comes a printout full of compatible tows (who have also filled the same form in) along with their pics and a percentage score on how 'compatible' they are with you. Armed with this you can make your

selection in the knowledge that at least you now know a few names and maybe might have something in common to talk about to break the ice. This could be the next craze after Karaoke, yknow...



Left: A smiling John Cooke (top right) submits his mug mug to the video camera, fills in the computer form, and out pops a digital list of compatible types with whom he can build a long and fruitful relationship. Obviously, they're none other than John!



# SETTLE DOWN WITH A BIRDIE AND A GOOD MYSTERY THING FOR CHRISTMAS



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## THE INTERACTIVE BOOK

Did you know that only 2% of top executives ever use a personal computer? Too busy talking into mobile phones, maybe, but it is true that in the so-called Computer Age, far too many people are still scared of anything that has a keyboard. TV monitor and begins with the letter C).

A Texas company, Emprove, have decided that this isn't good enough and has designed a new computer for training and learning purposes, primarily with user friendliness in mind to produce an optimum delivery solution for information retrieval. It's called Comscape.

Using Human Factors engineering techniques, they've come up with a design that looks like a book resting on a lectern - in fact Emprove see Comscape as a book that uses the microprocessors as a helper. In the same way that an automatic camera has microprocessors to autofocus and preview the right exposure, Comscape is designed to be a book with microprocessor support to turn the whole thing into a true multimedia experience.

The multiple displays are the most innovative part of the design, with a VGA mono 64 screen to display pages of text, a smaller 4" full colour screen to the left and a thin column of four displays running down the right of the text display. There's also stereo sound coming out at you to the left and right of the display.

Initial tests on the unit show it to be remarkably effective - and it's certainly a powerful piece of machinery, with a 38640/386 processor, on board modem, 1 meg of memory, and a CD-ROM drive. And around 15 thousand pages of text, 20 thousand colour stills, 4 hours of speech and 60 minutes of video can fit onto one of its CDs. That's a lot.

It's expensive right now - at \$4,000 plus - and somewhat industrial training markets, but if it was ever sold in the shops it would be a lot cheaper and would be the ultimate personal teaching tool.

## AMIGA DREAMS

Vincent Jean-Vincent has made a real splash over the past few years with a software package called the Mandella system that has an Amiga at its heart.

He points a video camera at himself, up against a green "chromakey" screen. Then this image is sent to the computer, overlaid over some computer graphic screens. The example here is a set of drums.

The person in front of the camera looks at the resulting merged image - and the system reacts to movements you make on the screen.

For instance, when you hit the drums with your hand, drum sounds are produced by the computer, a different note for each drum, plus the cymbals. Quite happy really - but there are other appli-



At \$4,000 Comscape isn't cheap but this user-friendly interactive book just might cause some-thing of a minor revolution in the computer world. Primarily aimed at educational and training markets, the device is being touted as an optimum delivery solution for information retrieval.

cations, for instance, games!

The most popular is one in which you find yourself standing in front of an ice hockey goal, and computer-generated pucks zoom towards you. Deflect the pucks away from the goal by flailing your hands wildly.

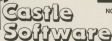
More surreal are what are termed "experiences" - complete with mood music. Bubbles rise from the bottom of the screen. When you move to touch them, they burst and turn into birds that circle your head!

With the package installed at such places as the Smithsonian Institute in Washington and the Wonderland of Science and Art in Tokyo, the system produced by Vincent's company (Vive! Effects) is getting quite a reputation. And if you think having a go yourself, author-ing units are for sale.



Top: Standing against a chromakey screen, a video camera records your image and sends it to a computer. Next, some computer graphics are added to the picture and then the software program - Mandella - takes over allowing you to interact with the combined image.





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WALLACE, J. M., J. M. WILSON, and J. M. WILSON. 1993. A comparison of the effects of different types of fish traps on the catch of juvenile fish. *Journal of Fish Management* 13:101-110.

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100% Pure Vanilla Extract (892029807941224925661428730905934460239216640 gallon)	\$26760894238236747769842861927178033807176499199.99
100% Pure Vanilla Extract (1784059615882449851322857461811868920478433280 gallon)	\$53521788476473495539685723854356067614352998399.99
100% Pure Vanilla Extract (3568119231764899702645714923623737840956866560 gallon)	\$107043576952946991079371447708712135228705996799.99
100% Pure Vanilla Extract (7136238463529799405291429847247475681913733120 gallon)	\$214087153905893982158742895417424270457411993599.99
100% Pure Vanilla Extract (14272476927059598810582859694494951363827466240 gallon)	\$428174307811787964317485790834848540914823987199.99
100% Pure Vanilla Extract (28544953854119197621165719388989902727654932480 gallon)	\$856348615623575928634971581669697081829647974399.99
100% Pure Vanilla Extract (57089907708238395242331438777979805455309864960 gallon)	\$1712697231247151857269943163339394163659295948799.99
100% Pure Vanilla Extract (114179815416476790484662877555959610910619729920 gallon)	\$3425394462494303714539886326678788327318591897599.99
100% Pure Vanilla Extract (228359630832953580969325755111919221821239459840 gallon)	\$6850788924988607429079772653357576654637183795199.99
100% Pure Vanilla Extract (456719261665907161938651510223838443642478919680 gallon)	\$13701577849977214858159545306715153309274367590399.99
100% Pure Vanilla Extract (913438523331814323877303020447676887284957839360 gallon)	\$27403155699954429716319090613430306618548735180799.99
100% Pure Vanilla Extract (1826877046663628647754606040895353774569915678720 gallon)	\$5480631139990885943263818122686061323

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1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

Country	Year	Population (millions)	GDP (billions of dollars)	Per capita GDP (dollars)	Life expectancy (years)	Infant mortality (per 1,000 live births)	Unemployment (%)	Urban population (%)	Government expenditure (%)	Private expenditure (%)	Health expenditure (%)	Education expenditure (%)	Defense expenditure (%)	Other expenditure (%)
Algeria	1980	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	1981	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	1982	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	1983	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	1984	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	1985	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	1986	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	1987	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	1988	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	1989	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	1990	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	1991	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	1992	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	1993	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	1994	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	1995	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	1996	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	1997	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	1998	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	1999	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2000	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2001	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2002	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2003	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2004	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2005	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2006	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2007	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2008	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2009	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2010	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2011	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2012	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2013	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2014	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2015	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2016	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2017	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2018	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2019	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2020	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2021	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2022	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2023	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2024	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2025	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2026	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2027	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2028	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2029	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2030	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2031	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2032	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2033	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2034	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2035	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2036	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2037	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2038	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2039	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2040	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2041	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2042	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2043	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2044	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2045	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2046	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2047	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2048	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2049	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2050	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2051	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2052	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2053	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2054	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2055	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2056	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2057	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2058	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2059	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2060	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2061	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2062	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2063	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2064	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2065	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2066	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2067	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2068	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2069	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2070	14.0	10.0	714	68.0	100.0	10.0	40.0	15.0	85.0	0.5	1.0	0.0	1.5
Algeria	2071	14.0	10.0	714	68.									







# ADDITIONALS

With a bewildering array of Amiga peripherals and software packages available, it's often difficult to decide on that all important new joystick or printer. Help is now at hand with the definitive CU guide to help you get more out of your Amiga. Each month we'll be reviewing the very best in books, disk copiers, stereo speakers, disk drives, and other important accessories.

## UTILITY SOFTWARE

### PROJECT D

Project D is basically a disk copier program. There are other functions included as well, such as the disk editor which allows you to examine and modify data on the disks from AmigaDOS level right down to the raw MFM level. Not only does Project D allow you to back-up unprotected disks, it also allows certain protected disks to be copied as well. It will even copy disk formats from several non-Amiga operating systems, such as Atari ST, MS-DOS, CP/M and Xenix. These will only copy to the same formats of course, not translate to Amiga formats. You can make multiple copies of disks, although since this program is primarily intended to make back-up copies for your own use, the inclusion of this facility is somewhat dubious. CU would like to make it perfectly clear that we don't condone software piracy in any shape or form.

**Verdict:** A moderately fast disk copier with a good disk editor and some extra facilities you may find useful.

Evesham Micros 10386  
T55500 Price £57.50

### AMOS

billed as 'The Creator', AMOS Basic is designed to make program creation easy - or at least easier than doing everything from scratch. Because the Amiga is quite a complex machine, anyone upgrading from a computer like the C64 suddenly found them-

selves in difficulties when they tried to use all the fancy features. While AmigaBASIC has commands to handle many of the Amiga's features, to write even a half decent game was difficult. AMOS allows programmers to concentrate on the design of the game, without worrying too much about how the fancy effects are actually achieved. With over 500 commands, the AMOS Basic language gives you a power over the Amiga only previously available to the most dedicated programmers. In addition to the AMOS program there are a number of utilities that come with it. These include a sprite editor, a sprite grabber (which allows you to create a sprite from any EPF format picture), a background screen designer, and a very handy HELP facility which can be loaded into memory to use while you are running AMOS. Also included is AMAL, an animation language which allows you to generate smooth animation sequences for inclusion in your AMOS programs. Animation speeds are quite impressive. There are one or two problems if you install AMOS with expansion memory; some of the screen displays go haywire and the system crashes frequently. These occurred while running all of the 4 demo programs supplied as examples. AMOS owners shouldn't suffer from these problems though.

**Verdict:** You still need the original ideas in order to write a games program, but AMOS will make it much easier to achieve a creditable result. A must for budding games writers.

Mandarin Software  
(0625 876888)  
Price £49.95

### K-SPREAD 3 AND K-SPREAD 4

Programmed for their application software, Kuna have now extended their range with K-Spread 3 and K-Spread 4, two professional spreadsheet systems. The systems are billed as some of the most professional to hit the Amiga, and can load and save DIF, Lotus, ASCII, WKS and WK1 files, and the systems are fully WIMP operated for user-friendliness. Each package sports over two-hundred functions and cover databases, logical and financial handling, and time and date calculations. There is also a facility to define your own functions to suit your needs. These can then be added to the systems menu system. Files can be loaded, swapped and compared and the system automatically saves whether it is a numeric or text file it is handling.

K-Spread 4 carries all this, but also has macro and graphic facilities, which allow you to string sequences together and provide graphs of your details respectively. In addition, the graphs can be summoned and redrawn via the F keys. Both come with a Win And Peace-style manual, and are available now.

Kuna  
Price: £29.95 (K-Spread 3) and  
£39.95 (K-Spread 4)

### THE DIGITAL MUSICIAN

Thalemus are normally associated with their fast allocation show-ups, but with The Digital Musician they take a brave step

into the field of music software. Written by Sofeyas, The Digital Musician is a complete package that takes you by the hand and guides you through the difficult stages of making music. Amongst its many features, it offers music, sample, pattern, and song editors, and claims that, despite its many features, it is extremely user-friendly. It also sports a MIDI option. The manual is extremely easy to follow, and purports about to enter the world of music packages, should give this a shot.

Thalemus  
Price: £29.95

## ACCESSORIES

### SOUNDBLASTER

Ever wanted arcade-quality sound from your Amiga? If so, then Manchester's Siren Software have come to your rescue. Soundblaster is a new device which allows you to hook your Amiga up to two fifty watt speakers for better sound quality. The speakers look like they've been ripped out of a car, but they make your games sound like this world. The main device plugs into the back of your machine, and it sports buttons which allow you to alter the balance and change the volume of the output. In addition, Siren are also giving away a pair of stereo headphones with the device so that if your Xeon II exploits get too loud for your neighbour's thing, you can plug in and still benefit from the improved sound.

Siren Software  
Price: £52.99



## MINI-AMP II STEREO SPEAKERS

If you don't have your hi-fi stereo system in the same room as your Amiga or you don't have a stereo monitor, then you could be missing out on some superb sound. The Mini-amp II consists of two rectangular speaker units and a volume control box. There is also a lead to plug into the serial port, for power. By placing a speaker either side of the TV or monitor, you get the full stereo effect of games, music programs and those excellent (441k) disks that are always appearing on the PD market. One problem is the very slight lead between the Amiga and the volume control box, which means if you use something like the A550 Control Centre then it's difficult to adjust the volume.

**Verdict:** If you don't already have a stereo sound facility then give this serious consideration.

Trilogic (0674 676062)  
Price: £10.00

## THE PHASER

This device taps into the internal and external drive signal lines of the Amiga and enables the user to see exactly what happens when the computer accesses the disk drive. It comes in a smart white and grey plastic box, and measures 3 inches wide by 5 inches long and 1 1/2 inches deep.

The unit can be plugged into the external drive socket of the Amiga and has four independent functions, each one indicated by at least one high intensity LED. Two LEDs indicate which side of the disk is being written to or read and another lights up when the computer is accessing the external drive. A useful write protect switch at the back of the unit will write protect disks in all drives, even if the disks themselves are unprotected. This will stop all viruses from being written to any disk.

The most important feature of this unit is in detecting viruses. For a virus to be destructive, it must first

write to the disk. The write light of the Phaser will flash in any time the disk is being written to. Both blocks and Link viruses both write to disk within 10 seconds of switching on the computer. All you need to do is watch the indicator and if it lights you've got a disk virus.

The Phaser costs £24.95 plus £3.25 p.p.h. direct from the inventor. Please make all cheques payable to John Dudley and send to: TR Micro-Centre Ltd, Baddlesley, Essex, SS16 4JA.

## A550 CONTROL CENTRE

If you are fed up with all the wires coming out of the back of your Amiga and the fact that the monitor (or TV) has to sit well behind the computer to avoid fouling the plugs and leads, then the solution is at hand. The Control Centre fits over the rear of the A550 and gives a large surface for the TV or monitor to stand on. There is also a small, but well built shelf which will house extra disk drives, papers, and disks. Since the joystick and mouse ports are now tucked away underneath the unit, two leads connect from the back of the Amiga to two sockets on the side of the Control Centre so that the mouse and joystick can be easily removed or replaced. The whole unit is made of metal so will take virtually any weight of monitor or TV. The unit comes in two parts, but needs only four screws to assemble, plus the fitting of two 4-pin sockets into their holes in the side.

**Verdict:** If you have your A550 permanently installed somewhere then this is an ideal unit to keep everything neat and tidy.

Premier Micros (0482 380338)  
Price: £49.95

## GS4500 SCANNER

Datal have improved on their GS4500 hand scanner and the

result is an even clearer image, thanks to the custom 151-chip that has been added. Continuing these improvements, they have also added to the scanner's software and it now features the ability to merge two scans, along with a number of new editing commands. In addition, Datal are now bundling the scanner and software with Proton Paint (illustrate), making a use of the better value scanners around.

Datal  
Price: £169.95

## ACTION REPLAY MK III

Also from Datal is the new, updated Amiga Action Replay cartridge. The new MK II version still has all the features that the first one had, but has had a Music Board Tracker, Instant DOS commands, a level selector, and an Autofire manager added making a powerful and extremely useful development tool. Also, for people who feel the need to save screens from their games to show off high-scores and the like, whereas the first unit required a lot of hassle as you tried to get it to save as an IFF file, the new software saves it down as IFF straight away. Similarly, snapshot music saved straight to DOS. A few other rough edges have been smoothed off, too, and there's also a version out which will fit the A2800 which costs less than more than the price listed below.

Datal  
Price: £59.95

## MINIGEN

A mini-genlock device to allow you to combine a TV (or VCR) picture with the display from your Amiga. This is a budget model aimed directly at the home market and means that you can now use the Amiga to title and even interact with your home videos. The unit is the same

size as the TV modulator box and plugs into the same socket. There is a three position switch which displays the Amiga graphics only, the video signal only, or a combined picture. In the combined picture the video signal replaces the background colour on the Amiga screen. Thus a coloured title on a plain background will show up as a coloured title superimposed on your video picture. The output signal from the Minigen is composite video so if you are used to using an RGB monitor the combined picture will lose some of the fine detail of the Amiga screen.

**Verdict:** If you are into home videos in a big way then this is well worth considering.

Applied Systems  
Developments Ltd.  
Price: £115

## AUDIOMASTER III

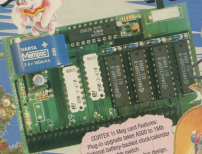
Famed for their Expert cartridge, Trilogic return to the field with a new Amiga sampler. The Audiomaster III software is sold by the company as the 'first price' of sampling software available for the Amiga, and it runs on any 512K machine, although those of you with extra memory can take advantage of a few additional features. Amongst the many features, there is a CD simulator for clipper sound, and it can also sample at an impressive 52.5K samples per second. Also, adding to the software's value, Trilogic are throwing in a free MK2 Stereo Sampler. This useful piece of kit complements the new software and can handle the fast sample rate of over 100K a second. Audiomaster III also focuses a state-of-the-art sampling chip. For a merely extra fifteen quid, Trilogic have added a printer through port to avoid any annoying clogging of cables, allowing the sampler to be kept plugged in all the time.

Trilogic  
Price: £29.95



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# ADDITIONALS

## BUSINESS SOFT

### INFOFILE

This useful software acts as a database manager and can organise sound graphics and information into easy-to-access bite size chunks. With InfoFile you can store and organise addresses, phone numbers, and fax numbers of all your business contacts, clients and friends. It can also help with basic business accounts - expenses and inventory for your small business, or home can easily be maintained.

InfoFile comes with ready-made database templates already designed for the most common uses for storing information. The Template Disk contains templates for addresses, your cheque book, church and society club (3) activities, expense reports, inventory, libraries for books, music, video, real estate listings, staff members, and even data for keeping track of your work out sessions. InfoFile is also capable of storing and displaying any IFF graphic file created from Fusion Paint, Deluxe Paint, Digipaint, or any other IFF compatible painting or digitising program. Additionally, the utility can also store and play any IFF digitised sound file created by Future Sound, Pro Sound Designer or any other IFF compatible sound digitising program.

We'll have a full review next issue.

For further information write to: The Disc Company, 80, rue Marcel Dassault, 92010 Boulogne-Billancourt, France. Price: £44.95

## EDUCATIONSOFT

### FUN SCHOOL 3

Databases continue their Fun School 3 series with the addition of three more packages. Each

aimed at a different age group, there are learning games for 5-7 year olds, over 10 and over 15. The games are very simple and involve elementary puzzle solving, but they are bound to please the younger members of the household who may be derelict in use the computer very often. The presentation is about as good as you're going to get, with colourful and simplistic sprites lightening it up and making the games fun to look at - what if you want to keep a kid's attention for more than fifteen minutes. In all, these packages are well worth a look, they should keep their respective age-groups going for a while, and with six games per package, they probably won't get bored too soon. Well worth a gander.

Databases

Price: Not available at present

## NEWS SOFT

Derbyshire schoolchildren will soon be experiencing Japanese culture and language without leaving their classrooms - thanks to a technological breakthrough by Commodore.

Commodore's revolutionary CDTV combines the technologies of the computer and the compact disc, with an ordinary television. The Derbyshire scheme is part of the CDTV pilot re-launch prior to its launch in Spring 1991. Japan World is the first dedicated educational program for the new machine and was developed by Global Learning Systems Ltd and Derbyshire County Council following Toyota's decision to build a £700 million car assembly plant in the county.

Commodore will be supplying CDTV's to the secondary schools taking part in the scheme, which is designed to foster a better understanding of the Japanese language and culture. Using a simple infrared remote control unit, Derbyshire schoolchildren will be able to experience Japan

on their classroom TV screen in full colour and stereosound, complete with text, graphics and motion videos.

By linking the presentation of audio and visual info to their responses, students are able to work at their own pace and teachers can tailor programs to individual needs.

## JOYSTICKS

### RACEMAKER

An unusual joystick in that it is shaped like the control handles on an aircraft, with five buttons on the tops of the two handgrips. It also has a variable rate auto-fire capability controlled by a rotary switch on the base. Although it looks as though it will give proportional control it is a straight on-off fire joystick and doesn't give a very firm feel, particularly in the up/down directions. Great fun to use for car race games and flight simulators.

Verdict: Definitely has appeal, but a little pricey.

Euromax (0262 661066)

Price: £36.75

### ULTIMATE RAPID-FIRE

This wide base, metal shelled joystick will really let you kill

those aliens. There are no less than 4 big red fire buttons, two either side of the stick. Combined with a variable rate auto-fire control, this means that it can be used comfortably by virtually anybody, either left or right handed.

Verdict: Although expensive, this is the one I'd use.

Euromax (0262 661066)

Price: £26.40

### QUICKSHOT II PLUS

The old, trusty GCE joystick has been given a new lease of life by the inclusion of new micro-switches which give a much more responsive feel. In the past, the Quickshots have been heavily criticised for their lack of strength and responsiveness, and the addition of the switches should ensure that they have a more positive feel and that they last a lot longer than their switchless predecessors. Also, at the surprisingly low price, this is definitely a worthwhile buy for Christmas.

Verdict: A new version of an old favourite which is good value for money.

Spectronics

Price: £7.75

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# ADDITIONALS

## PRINTERS

### STAR LC-10 COLOUR

With the Amiga's colour graphics of such importance to the appeal of the machine, many users want to be able to capture the images on paper. The Star LC-10 is a popular printer and the colour version will work well with the Amiga. The preference printer driver must be selected as the EPSON 6840, which the Star printer emulates. Although there are only four colour ribbons (Red, Yellow, Blue and Black), these colours are mixed together by overprinting to give a wide range of shades. Unlike an inkjet printer, which normally gives fairly faithful colour reproduction, the overprinting method with a dot-matrix printer like the Star does sometimes leave the overall picture rather darker than it appears on screen. While you can compensate for this by using the primary colours' more than subtle shades, this does not help when printing predefined pictures from D-Print etc. Despite this, the ability to print out a picture in colour has got to be a major advantage over a straight black and white printer. Test it just as good as the standard BMV version and a normal black ribbon can be fitted to save wasting the expensive colour ribbons. You cannot upgrade from the BMV Star LC-10 to the colour version and you think you may need colour printing in the future, go for it now.

Verdict: A good all-round printer will print quality text and adequate colour printing.

Star Electronics Ltd  
Price £298

### OKIMATE 20

For sheer value for money it would be difficult to beat the Okimate 20. It prints in colour using a thermal transfer ribbon, which gives a kind of high quality, waxy feel to the picture. The quality of the colour can only be described as very good, particularly when you consider the

price. Unfortunately the quality of the text leaves a lot to be desired, so this cannot really be considered as the only printer if you have a need for good quality letters etc. The Okimate 20 is a very small printer and the actual size of a full screen picture is smaller than in most other printers. It is also extremely slow, particularly if the whole picture requires to be coloured in (i.e. no white background). The ribbons have the colours laid down one after the other, rather than in four continuous stripes, and since they are only single pass ribbons you will use them up at a fair rate.

Verdict: Despite some short-comings, if you want a printer mainly for dumping colour graphics then this is good value for money.

Ok  
Price £149.99

### CITIZEN 124D DOT MATRIX PRINTER

Just in time for Christmas, Citizen have unveiled the 124D 24-pin dot matrix printer. Citizen reckon that the printer is a perfect entry printer which is one of the most versatile on the market. It can produce charts, diagrams and graphs with minimum effort, and can print at 120 characters per second while in draft mode. Also, bearing in mind that Citizen are aiming it at the home user, they have made it simple to use thanks to a colour-coded control panel. Likewise, it can be made to print on either fan-fold paper or single sheets - the latter of which are useful for headed documents. Citizen will be supporting the machine with a variety of accessories, including extensions of sheet feeders, a stand, a serial interface and a memory expander. Finally, Citizen are offering an incentive to new buyers, in so much that any one who buys one will receive a full guarantee on all parts and servicing requirements for the next two years.

Citizen  
Price £279 (EXC VAT)



# PREMIER MAIL ORDER

Prices marked \* are not yet available and will be sent on day of release.

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# & Finally...

## TOP TEN THINGS WE DON'T WANT FOR CHRISTMAS

- 1 The Gazza and Friends LP
- 2 The official Teenage Mutant Ninja Turtles swimming trunks
- 3 Food poisoning
- 4 Cheap 'n' nasty liquors that
- 5 Old 50p a box down the market
- 6 Humorous 'sink the ships' toilet game
- 7 Saint and Greaves world cup clay
- 7 Twenty five air miles (utterly useless)
- 8 A Christmas selection stocking
- 9 Computer games
- 10 Wizard of Oz video



1991

## FIVE CHEERY FILMS FOR BOXING DAY

**One Flew Over the Cuckoo's Nest**

**Lead Suit to Breakdown**

**Killing Fields**

**The Bitter Tears of Petra von Kant**

**Scum**

## WHAT WE'D LOVE SANTA TO LEAVE IN OUR STOCKINGS

[The new cast and what for Night Breed is]

### Steve James

A toilet for a toiletworld tour. A year's supply of Axtell's Old Peculiar. A cow and a flour mill with which he can produce his own pasties. Somewhere to call home. A decent pair of braces and trousers that fit.



### Andy Beavis

The Mexican Taurus all-in-one vinyl outfit. Large amounts of cash deposited in a hidden bank account. Julia Roberts and Isabelle Adjani in stockings. A sense of humour.



### Dean Cain

An infatuated Betty Boop. Five years knocked off his age. Everybody to be as miserable as he is. The complete back catalogue of games from every single software house. Waking up in the morning next to Kim Cattrall. A couple.



### Tom Grinter

A Sophie played by Paula Abdul. A replica set of Douglas Rader iron legs and a Rader all-in-one vegetable slicer/dicer. A rubber cat suit and mask (oo-er). The RAF museum. Not to be taxed at 75% because of some credit at the tax office.



### Steve Barnett

A video of every Doctor Who episode over A diving licence. Mark Pattinson to feel over after getting a ten pence piece stuck in his throat while eating down his Christmas pull. To wake up without a hangover on New Year's Day. Sweet dreams.



### Tina Zanetti

Kate Reeves. An automatic salami slicer. Frontal lobotomy to be performed on Tom which will stop his obsession with planes and prevent him from thinking he's Bomber Harris.



### Mark Patterson

A flashy licensed universal seven string guitar. A metal plate surgically inserted in his head. The lot of Malibu beach where they film Bay Watch. Complete with that rather nice blond lady life guard. Some friends.



### Remzi Balin

Harrison Ford. A new front tooth to replace the capped one she thinks sticks out. For referral to let her have some good games for her 4800 instead of all the leftovers that no-one wants. A Roger Dicken all-in-one fishing rod and lifetime supply of maggots.



And the editorial department would like Santa to deliver the ad department a three foot high neon NO SMOKING sign and a dozen packets of Microbraven







# & Finally...

## FIVE VIDEOS FOR JANUARY

### 1. ALIENATOR

Budget movie about a condemned prisoner who escapes to Earth from his penal colony and is hunted down by a Terminator rip-off. Film made by Fred Olen Ray, infamous for his many \$10 movies.

### 2. NUNG ON THE RUN

Robbie Coltrane is in sparkling form as one of two crooks who escape their punishments by dressing up and living the life of nuns. Classic slapstick comedy not even since the days of Terry Thomas and co.

### 3. THE PUNISHER

Another comic strip character gets the silver screen treatment in this entertaining shoot 'em up that would send Mary Whitehouse bananas. Dolph Lundgren stars as the Punisher.

### 4. WINGS OF THE APACHE

Stars Nicholas Cage and Sean Young as 'Top Gun' chopper pilots who take on a vicious drug cartel. Action sequences were filmed with the full cooperation of the US military and real attack helicopters, but spoilt by over sentimental direction.

### 5. SALUTE OF THE JUGGER

Unimproving sci-fi epic about a violent futureport starring Rutger Hauer. Pops on characterisation, high on violence, the movie paints a grim picture of the future. Bland and unimproving.

## TOTAL RECALL

GUIDE  
RELEASE DATE

**POUNCE** - Arnie goes on a bloody quest to find his real self.

**GRABACK** - Plenty off-vetion fight scenes - especially the human shield!

**HIGHCHIT** - A big budget set that looks amazing, with superb FX to back them up.

\*\*\*\*\*

Unless you've spent the last six months on Mars you can't have failed to pick up or hear the basics about this \$75M dollar smash. Far from being the happily married lebanese he perceives himself to be Arnie is actually a secret agent from Mars whose mind has been tampered with after he started to see too much food in the good guys. His charming wife (Sharon Stone) meanwhile is actually a lethal killer sent to earth to watch over him.

Even Arnie is dwarfed by the sheer size of Total Recall's machine sets (and budget). The film is a virtual showcase of FX, with gelling women, a cast of hundreds of mutants, and even a disgusting red bogey which Arnie has to extract... *Unlabyrinthed!*

### IN

Land and cotton candies

CU

Long hair

Jingly jingly indie music

Cynical soccer scrapping

Middle East war games

Monsters playing Loonies

Happy face love communities

European unity

Lager

### OUT

Heaven food

Amiga Format

Spooky tape and stressed notes

Progressive guitar music

Rugby

Scissors

Tapes

Rip off discos

France

Hot cocktails

## TOP TWENTY AMIGA CHART

- 1 4-19 STEALTH FIGHTER (MICROPROSE)
- 2 LOTUS TURBO CHALLENGE (GEMSOFT)
- 3 KICK OFF 2 (AMIG)
- 4 ADVANCED FRUIT MACHINE (CODEMASTERS)
- 5 TREASURE ISLAND DIZZY (CODEMASTERS)
- 6 FOOT'S GREAT ESCAPE (HTEC SOFTWARE)
- 7 SUPREMACY (VIRGIN)
- 8 DRUM STUDIO (PLAYERS)
- 9 INDY 500 (EA)
- 10 HOLLYWOOD COLLECTION (OCEAN)
- 11 WHERES OF THE (SCAMM)
- 12 POWER RACK (BEAU JOEY)
- 13 CRIBBING 2 (BUTE)
- 14 TARGEMAN (ACTION 16)
- 15 A11 TANK PLATOON (MICROPROSE)
- 16 CORPORATION (CODE DESIGN)
- 17 TURBO CLIP CHALLENGE (SMASH 16)
- 18 BUFF AND REDDY (SMASH 16)
- 19 BLOOD MONEY (NEW PSYCHICUS BUDGET)
- 20 CADAWER (MICROSOFT)

## WHO'S PLAYING WHAT

Steve James: Prince of Persia, Wrath of the Demon, Perseus Kick Boxing

Dan Silsby: Prince of Persia, M.U.D.S., Narco Police

Mark Patterson: Narco Police, M.U.D.S., Master Blaster

Steve Marriott: Kick Off 2, Line of Fire, Golden Age







## CU AMIGA - THE TOP GAMES FIRST!

Well, we may not have been that accurate in last month's First Month, but for our scientific February issue you can expect...



'You have my sympathy! If you're having trouble defeating them in *Ultimate Ride*, here the means. We'll tell you how next issue.

### REVIEWS

Already in we have *Crash's* eagerly-awaited *Battle Command*, Mindscaper's take on *The Ultimate Ride*, and the hot license-bearing *Gold The Duck!* In addition, you can expect (well, almost certainly expect) reviews of Autogames' bug-killing *Exterminator*, the futuristic goings-on of *Speedball II* (promised), Domark's *MSX-28* along with their other vector masterpiece, the conversion of Atari Games' *STuM Runner*; Pogo's return in *Neobots II*, the teddybear forces of *BLINDAT*, his and its mad-cap race against time, those suicidal Lemmings, the sequel to *CHASE HQ - SCI*, and *BMV*. And – in true *Pancho* tradition – many, many, more...

### IN DEVELOPMENT

As always, our team are in search of news and info on all the best up and coming conventions and original titles. And next month, you can expect the definitive behind the scenes info on two of the most hotly-awaited games ever to grace the Amiga, along with words of wisdom from the development teams behind them.

### DISK NUMBER TEN

Without a doubt the best disk to grace a magazine cover, CU Disk 10 will feature our usual array of playable demos of all the games that matter.

### PLAY TO WIN

Not only do we review games better than anyone else, we play and tip them better too! Don't totally dissect *Battlegrounds* or *Air Powermonger*, whilst the immortal is teamed with our complete solution. Coupled with our brilliant adventure helpline and tips aid, it's the most important place for any struggling games player to look.

### AGENDA

Another trip into the future of computer entertainment. Whether we'll be exploring the newest form of Virtual Reality or travelling through millions of cinematic worlds with our lovely Amigas as our way to this exciting dimension, you can guarantee that this is the place where you'll see it first. Are you ready for the future of gaming?

### N-N-N-N- NINETEEN

Lost in our army fatigues, the brave band that makes up CU enter the deadly world of the Vietnamese war and, whilst avoiding mines and napalm attacks, will bring you everything you need to know about the war, its films and books, and all the games based on the infamous conflict. And we also take a look at the major recent addition to the Nam game brigade – Domark's review of the *Lynde* game.

### FIRST IMPRESSIONS

Cast your eye over our crystal ball, we take another look at the games that you'll be seeing during the course of 1991. In addition, we'll be making comments as to each game's failings and plus points, ensuring that you know what's what when it comes to future releases.

### FREE! FREE! FREE!

Yes, being the generous be- (and) - (and) we are, we've teamed up

with one of Britain's leading software houses to bring you the ultimate in money-saving offers. So start saving your pennies, as you'll be needing them.

And that's it really, certainly enough to warrant rustling out and buying the mag. So if you want the ultimate in up-to-date reviews, previews, news and views, then buy February's CU AMIGA. And if that's what you want in a computer mag, then there must be something wrong with you...



Whether you want to tag up in the latest electro-armor or get the low-down on the latest *Crash's* *MSX-28*, the answer to *Blindat* you better look the next issue of CU.



Head for a full with *Neobots II* (see *Neobots II* game, we'll have a complete review).



'Take a ride on the wild side in *The Ultimate Ride*, now play on from Mindscaper. That review next issue.



Computer to be conquered. It's a top-selling success in *BMV's* *Powermonger*. Tip: games next issue.



SOMEONE HAS STOLEN MY **Q**UIMIND

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**Y**OU MUST TRAVEL TO MAKE TO DISCOVER YOUR TRUE IDENTITY. YOUR MISSION IS NOW A JOURNEY OF MOVIES OF ACTION, STRANGE, SAVANNAH, FUTURESTIC VEHICLES AND A STUNNING ARMY OF WEAPONRY ALL CAPTURED IN SUPERB EXCELLENT CINEMATICS AND A SAVVY PLAY THAT COMPLEMENTS THE SUCCESS OF THE

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